SEGA
GENESIS
16-BIT CARTRIDGE

Master of Monsters

INSTRUCTION MANUAL

RENOVATION
PRODUCTS

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Handle the cartridge with care as it is a precision instrument. Be sure to turn off the main power switch before you insert or pull out the cartridge. If the cartridge is inserted or pulled out while the switch is in the "on" position, it may be damaged.
- Do not apply any severe shocks to the cartridge by hitting or stepping on it. Do not take it apart under any circumstances.
- Touching or wetting the cartridge contacts can cause damage.
- Avoid leaving the cartridge in extremely hot or cold temperatures. Especially, avoid areas which are in direct sunlight, near heaters, or in high humidity.
- Do not use chemicals such as thinner or benzine to clean the cartridge.
- It is advisable to take a 10 to 20 minute break during every hour of play in order to prevent eyestrain. Sit at a proper distance from the TV screen.

GAME HINT HOTLINE

If you have any questions about playing Master of Monsters, or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at: **415-591-7529**

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still Pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

DISCLAIMER: The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

Thank you for purchasing Master of Monsters from Renovation Products for the Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

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Story

"Master of Monsters" is a war simulation game set in a world ruled by sorcery and monsters. The game is different from other war simulations because of its combination of strategy and magic.

The Stage is Set . . .

It's an eeriey, mystical day in the world of Mana. Gaia, the Prime Master of Magic summoned the ruling masters of the five magical disciplines: Daimyo, magician of law; Sorcerer, priest of healing; Wizard, magician of evil; Darklord, magician of chaos; and Summoner, mistress of neutrality and justice.

Gaia calmly glared around the dimly lit room as the five magicians quietly sat at the table of Anthrax, ancient forum of diplomacy.

"Why do you call us here, Gaia?" Darklord grumbled. "I have no time for these petty negotiations!" "The time has come . . . ," Gaia groaned, "to choose a new Prime Master . . . I grow weary, and my days are fading . . ."

"At last," Wizard blurted, "I will have complete control of Mana!"

"Ha, ha, haaa . . ." Summoner laughed, "Wizard, you old fool . . . you could no more rule your home than you could the world of Mana!!!"

"Silence!!" yelled Gaia. "You will not bicker at this sacred table!! I will not permit it!!! Now, only one of you can become the new Prime Master, and only one discipline can reign as the supreme magical discipline. Each of you must enter the mythical proving ground of the ancient wizard, Anthrax, and duel using your own magic, Intelligence, and power. You must summon your legions of mythical monsters and do battle for control of the castles and towers. The master who survives the battles and seizes all of them will ascend to the throne of Prime Master."

At the end of his speech, Gaia quietly rose and departed. Afterwards, there was a rumbling sound, and a gateway opened up where he had been sitting.

"The proving ground of Anthrax awaits you on the other side of the portal, only the brave and true of heart can survive there, so be prepared!"

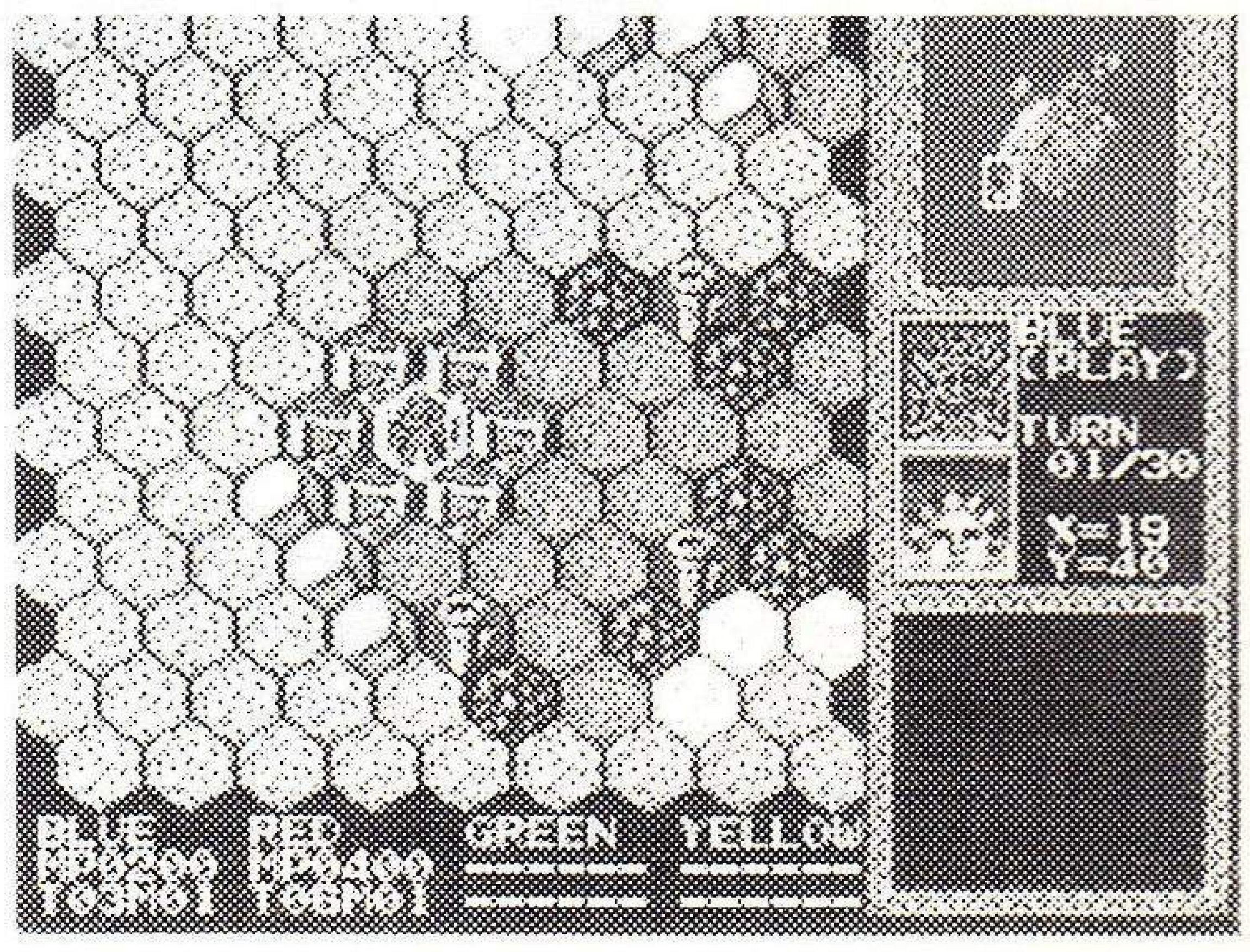
The five magicians slowly pass, one by one through the magical gateway. On the other side, they find themselves in their ruling towers, but the land outside their familiar towers looks anything but familiar. Indeed, they find themselves in the proving grounds of Anthrax, with no easy way back in sight . . .

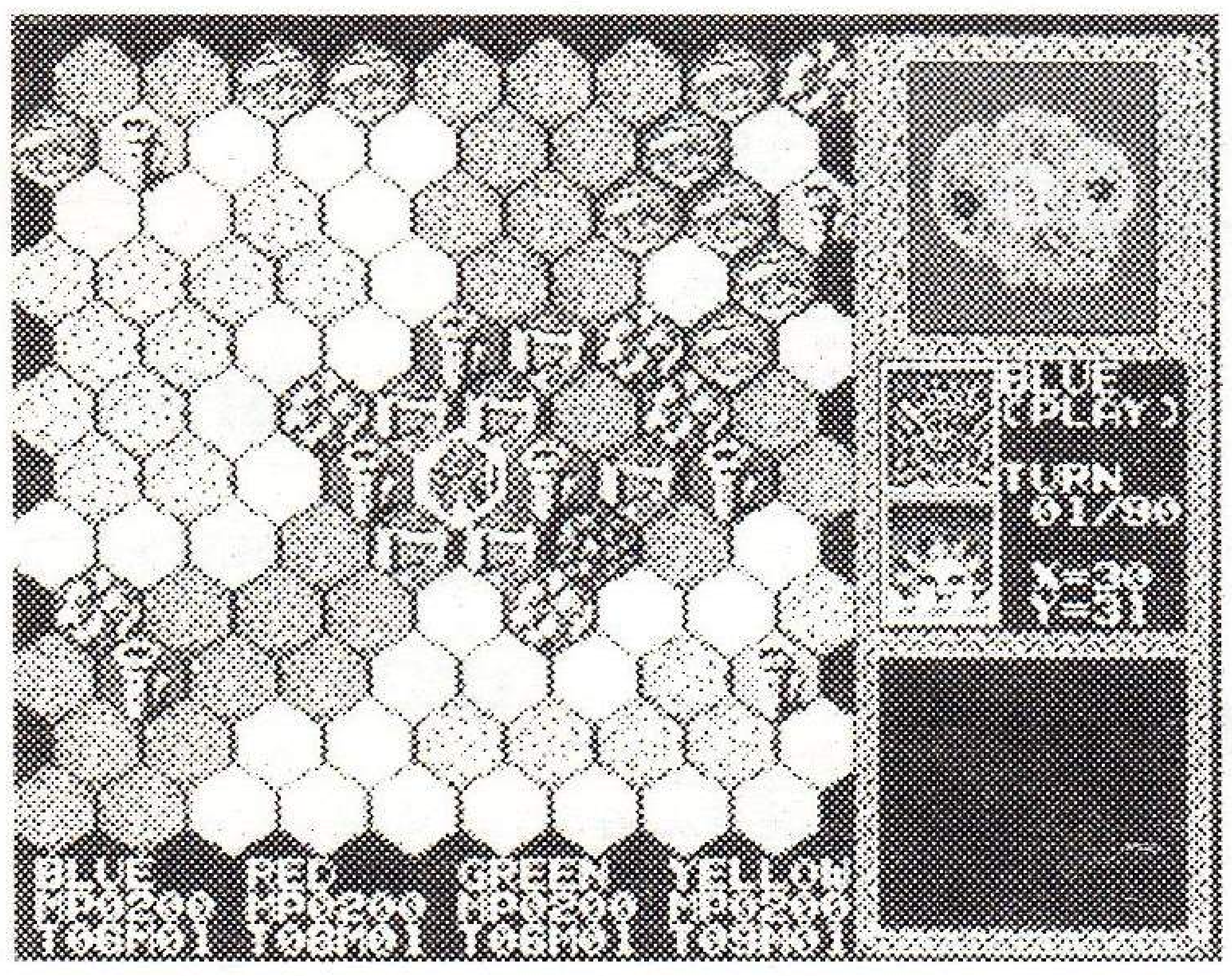
Playing Modes

This game has two play modes: campaign mode and map mode.

Campaign Mode

You can play in a variety of continuous stages while giving your monsters the opportunity to gain experience. The play setting is one player versus one of the monsters. Only one person can play. You can bring monsters back with their experience gained in previous stages by calling them forward to later stages.

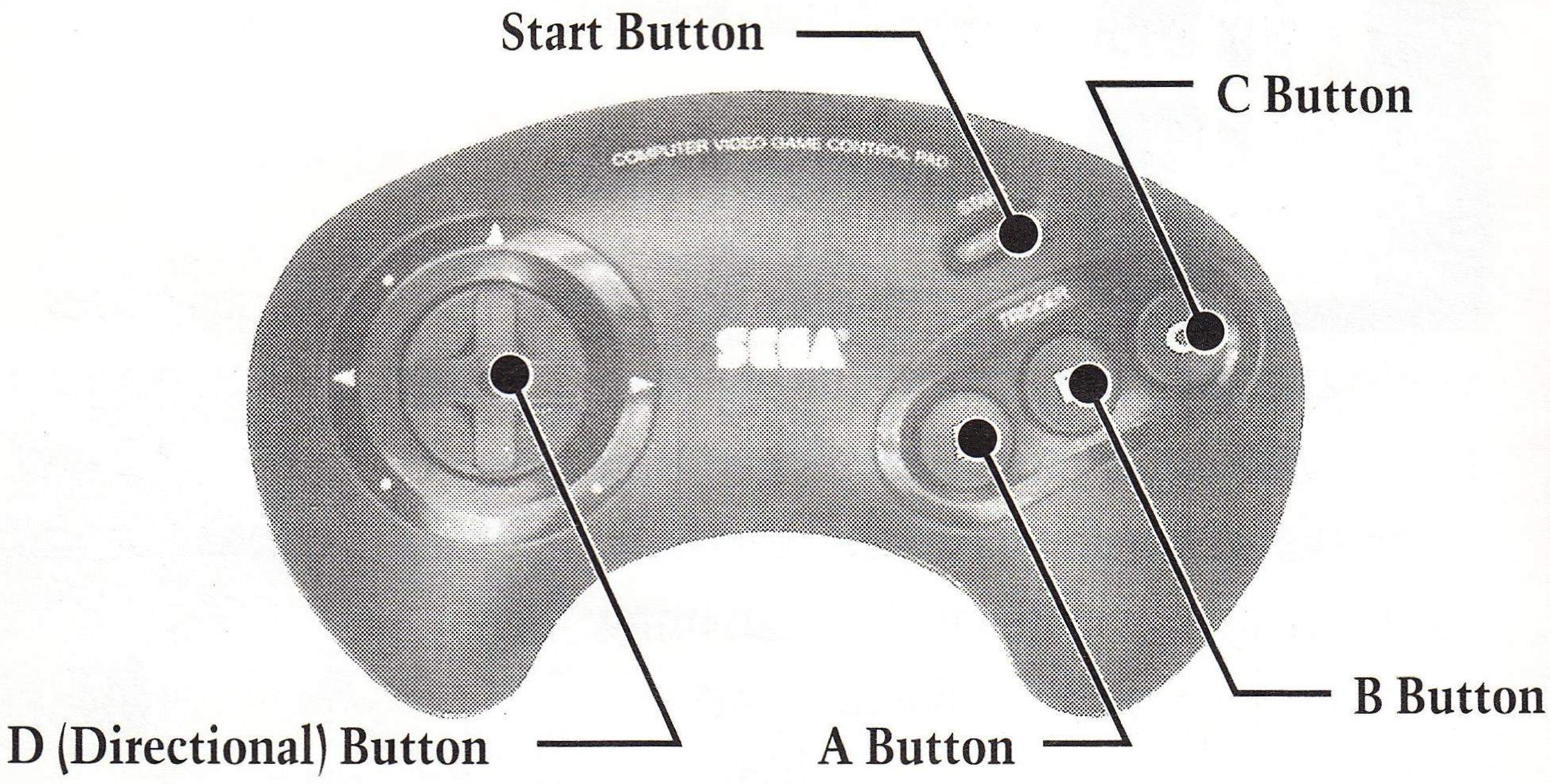

BLUE
(PLAY)
TURN
01/30
X=19
Y=40
BLUE
RED
GREEN
YELLOW


BLUE
(PLAY)
TURN
01/99
X=30
Y=31
BLUE
RED
GREEN
YELLOW

Map Mode

You can play a variety of self-contained stages. Each game can be played by up to four players. You can play either with your friend(s) or by yourself. If you play alone, please set the other parts to be operated by the computer. After you clear a stage, you will start a new one.

Take Control


Start Button
C Button
COMPUTER VIDEO GAME CONTROL PAD
SEGA
B Button
D (Directional) Button
A Button

Start Button: Press to start the game.

A Button: Press to open Option modes.

B Button: Press to cancel your selection or to enter any option selection after selecting option with the **C Button**.

C Button: Press to open command options, to select in option modes or to enter your selection.

D (Directional) Button: Press to select in configuration mode and option mode and to move the cursor during the game.

*In basic operation, to select command options, select an option with the **D Button**; enter the selection with the **C Button** or cancel the selection with the **B Button**. Please note that you cannot cancel a selection once the action is complete. To open the Commands menu window, press the **A Button**.

Game Configuration

1. At the start of a game, select a map in the menu window with the cursor if you wish to play in the map mode.
2. Select your home kingdom (Master). Each kingdom can be set to be operated by "Player" or by "Computer." Set your own kingdom as "Player." For multiple players, select kingdoms for each "Player." Then select or change masters and magic if necessary. If you don't wish to make any changes, select the Start option to start the game.
3. Each kingdom is determined and identified by four colors: blue, red, green and yellow in that order.
4. You can select any master you wish from among the five masters. Be aware that each master's characteristics are different in many respects.
5. Changes in Magic will result in advantages or disadvantages to certain player(s). The power of magic goes up to 100. This allocation enables the player to tailor the difficulty levels of the game for each player.
6. In the map mode, you can change the preset BGM (background music) for each kingdom as you like.

Games Rules

Mission of Game

In the campaign mode, your mission is to clear the eight maps, one by one, and conquer all of the other masters.

Ending

The game is over when:

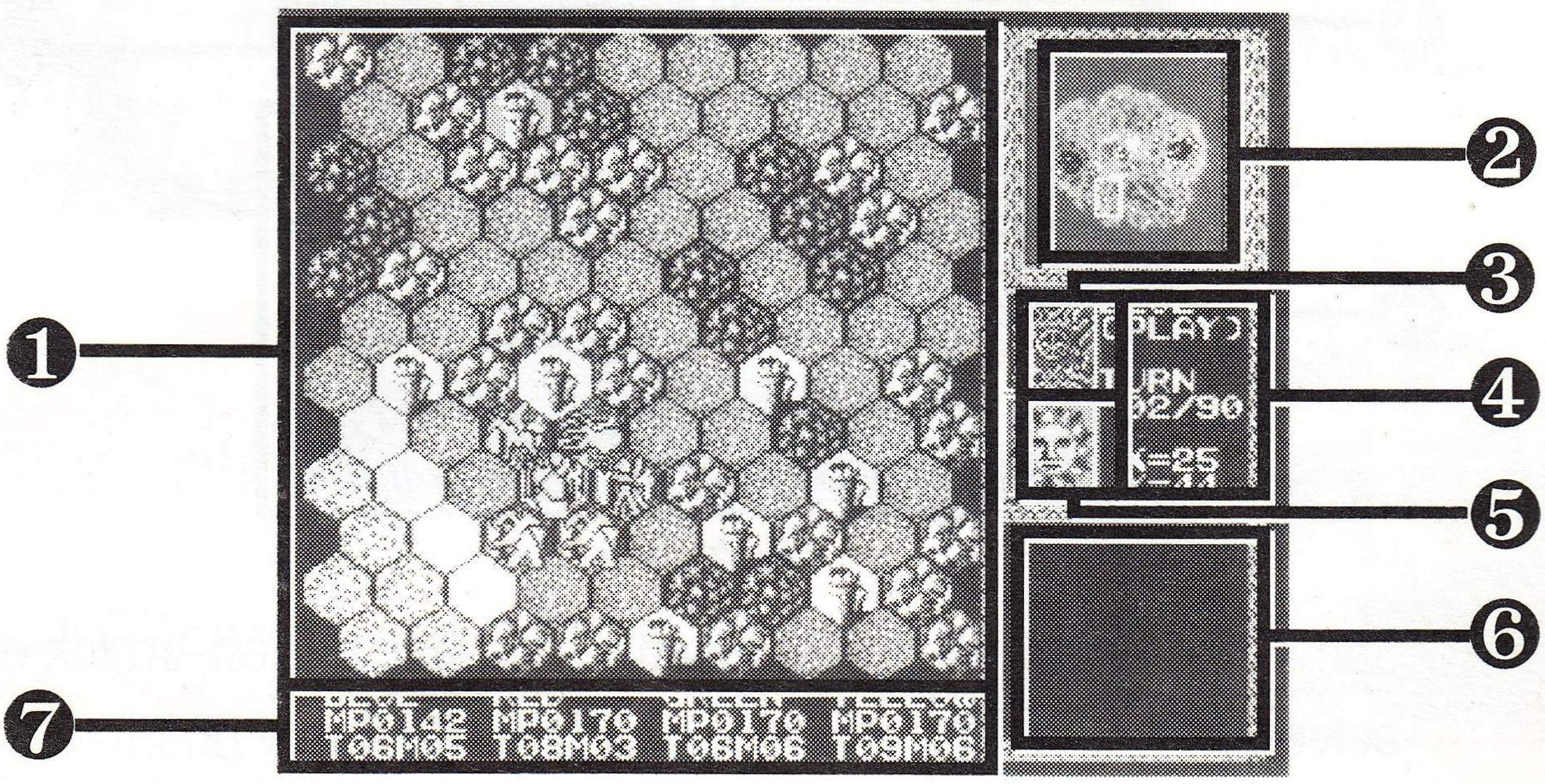
- One kingdom occupies all of the other kingdoms;
- A master operated by a player is defeated by another master operated by the computer (even if the other masters operated by the computer survive in more than one kingdom); or
- The time expires based on the number of turns the game is set for. (In this case the result is a tie.)

Game Rules

- For multiple players (or, in the case of a single player, the parts played by the computer), each player acts in the order of blue, red, green and yellow.
- Each of the five is categorized as one of three types: law, chaos or neutral. Each master can summon certain types of monsters. There is no "best" master, so plan your strategy and actions while considering the advantages characteristic of each type of master and monster.
- The towers ruled by a defeated master become neutral, and the monsters summoned by the defeated master die out.

Screen Indicators

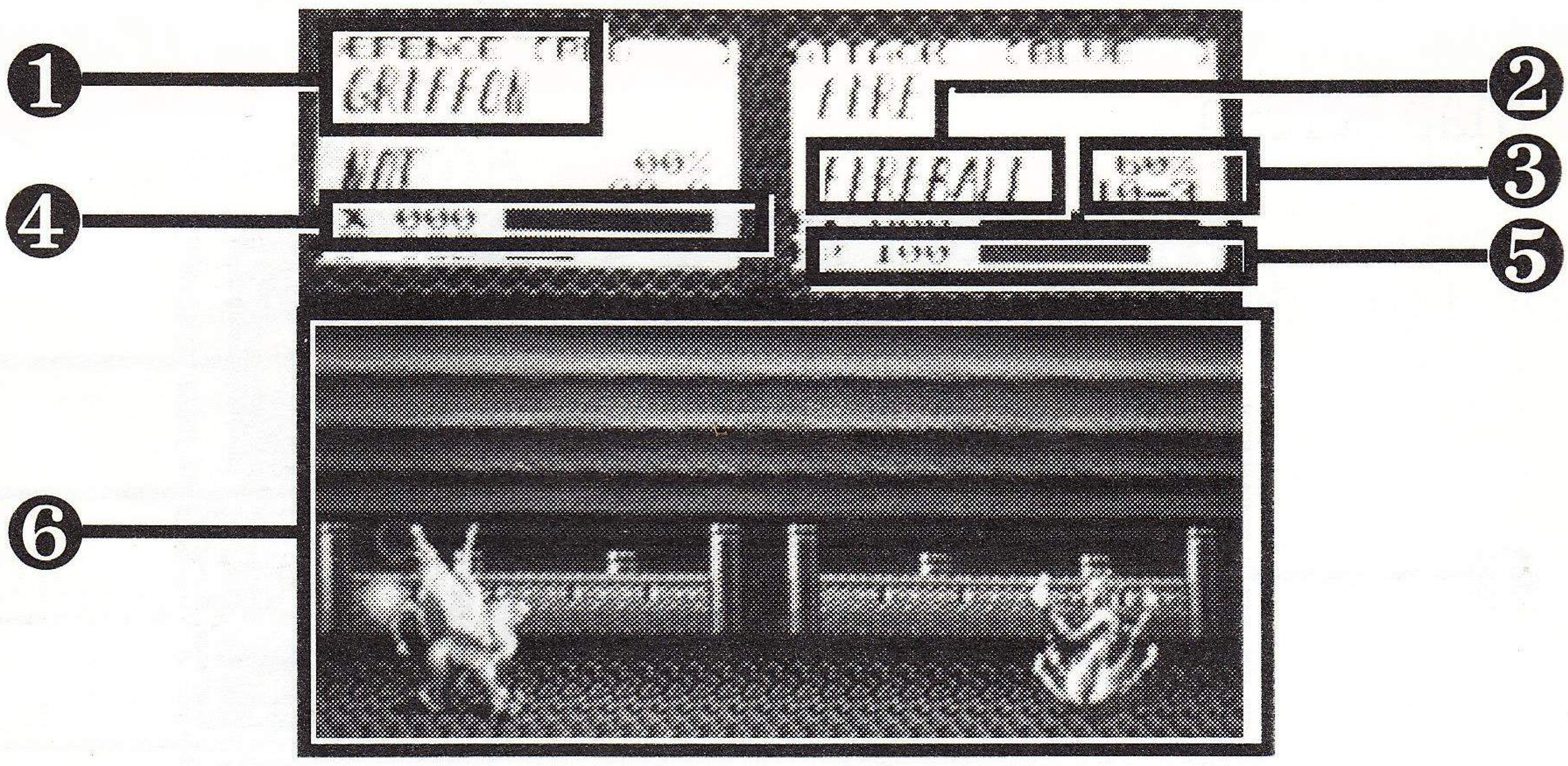
Map Screen



MP0142 MP0170 MP0170 MP0170
T06M05 T08M03 T06M06 T09M06

1. View map: Shows close-up movements and actions of Masters and monsters.
2. Full map: Indicates the location of the area of the view map as related to the entire map.
3. Shows the color of the kingdom in action.
4. Shows the master in action, the turn number, and the location of the cursor in coordinates.
5. Shows the present time in four increments: morning, daytime, evening and night — the time of day affects the fighting capability of each monster.
6. Shows the monster selected by the cursor and its level of experience.
7. Shows the status of each kingdom's forces. MP is the value of magic of the master at hand; T is the number of towers it occupies; and M is the number of monsters in action.

Battle Screen

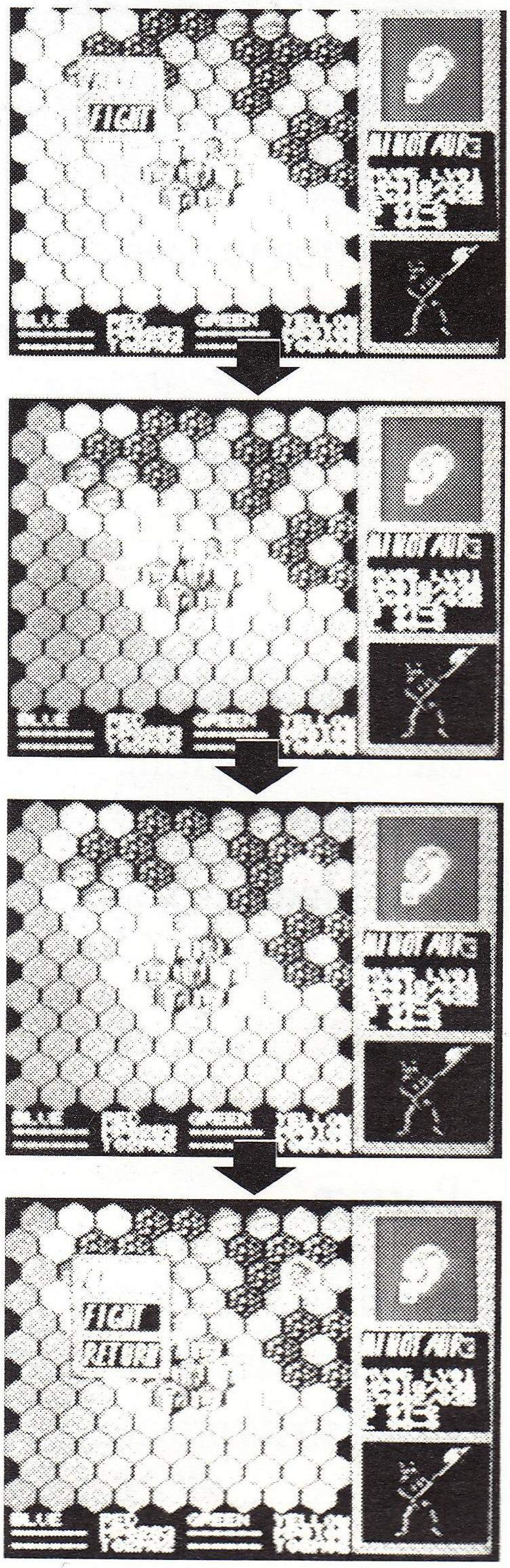


1. Shows the name of a monster and which side it is on, attack or defense.
2. Shows the color of the kingdom to which the monster belongs.
3. Shows the attack success rate of the monster which is attacking, which is significantly affected by the type of landscape and the time of day.
4. Shows the level of the monster's experience. A monster becomes stronger as it reaches certain levels of experience which vary depending on each monster.
5. Shows the value of the monster's physical health (HP). When the value becomes zero (0), the monster dies.
6. Shows an animated fight scene between monsters. Some of the scenes are quite exciting with spectacular attacks by some of the monsters.

Game Commands

For the Command options "Move" and "Fight," press the **C Button** to open the command option window and enter.

Move



First set the cursor on the monster which you want to move and press the **C Button.**

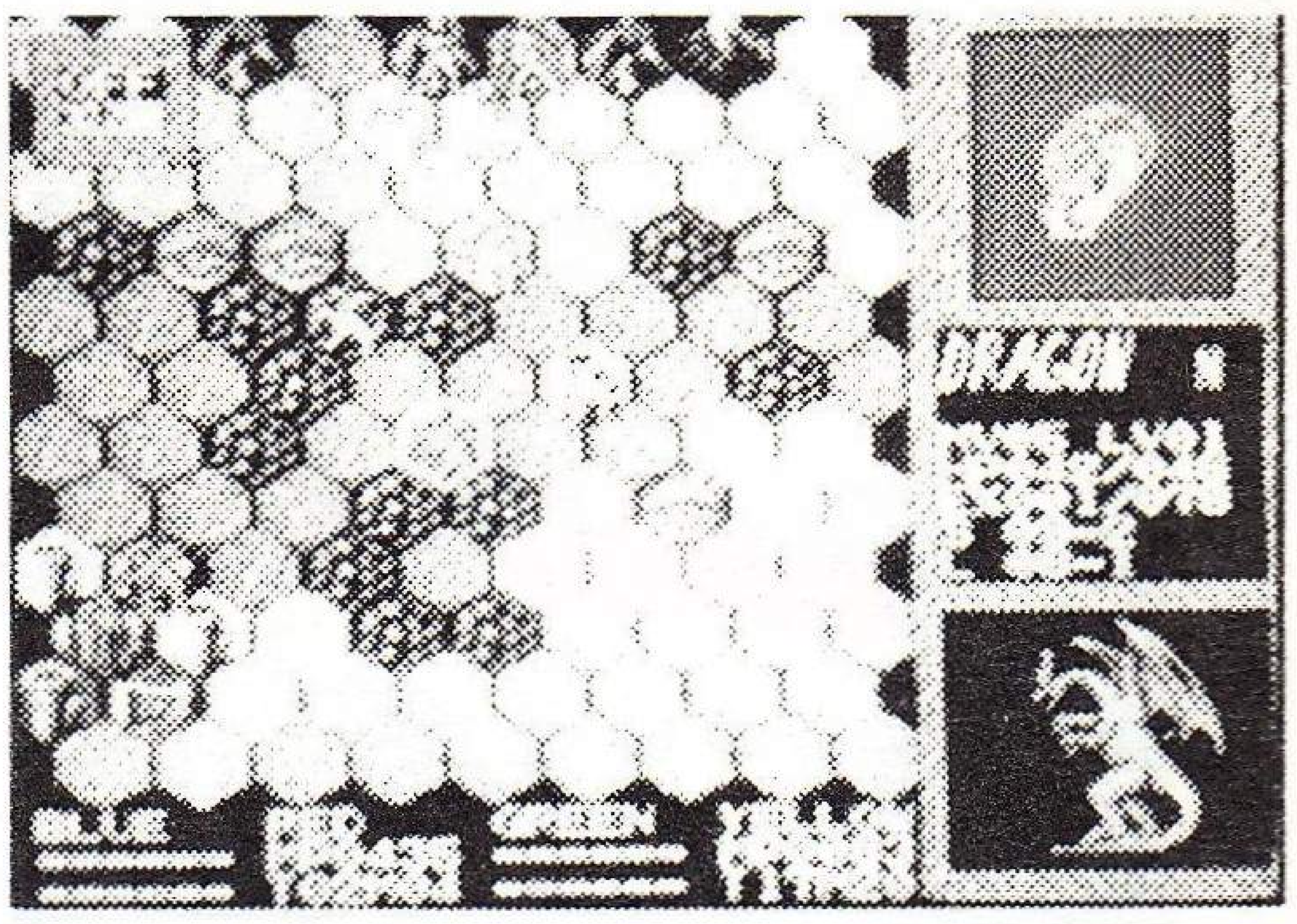
The menu window will then open on the top left side of the TV screen. Select "Move" with the **D Button** and press the **C Button** again to enter.

At this stage, the screen shows the area where the monster can move. (The area beyond it changes to a monotone color.) Set the cursor on a hex where you want to relocate the monster and press the **C Button** to enter.

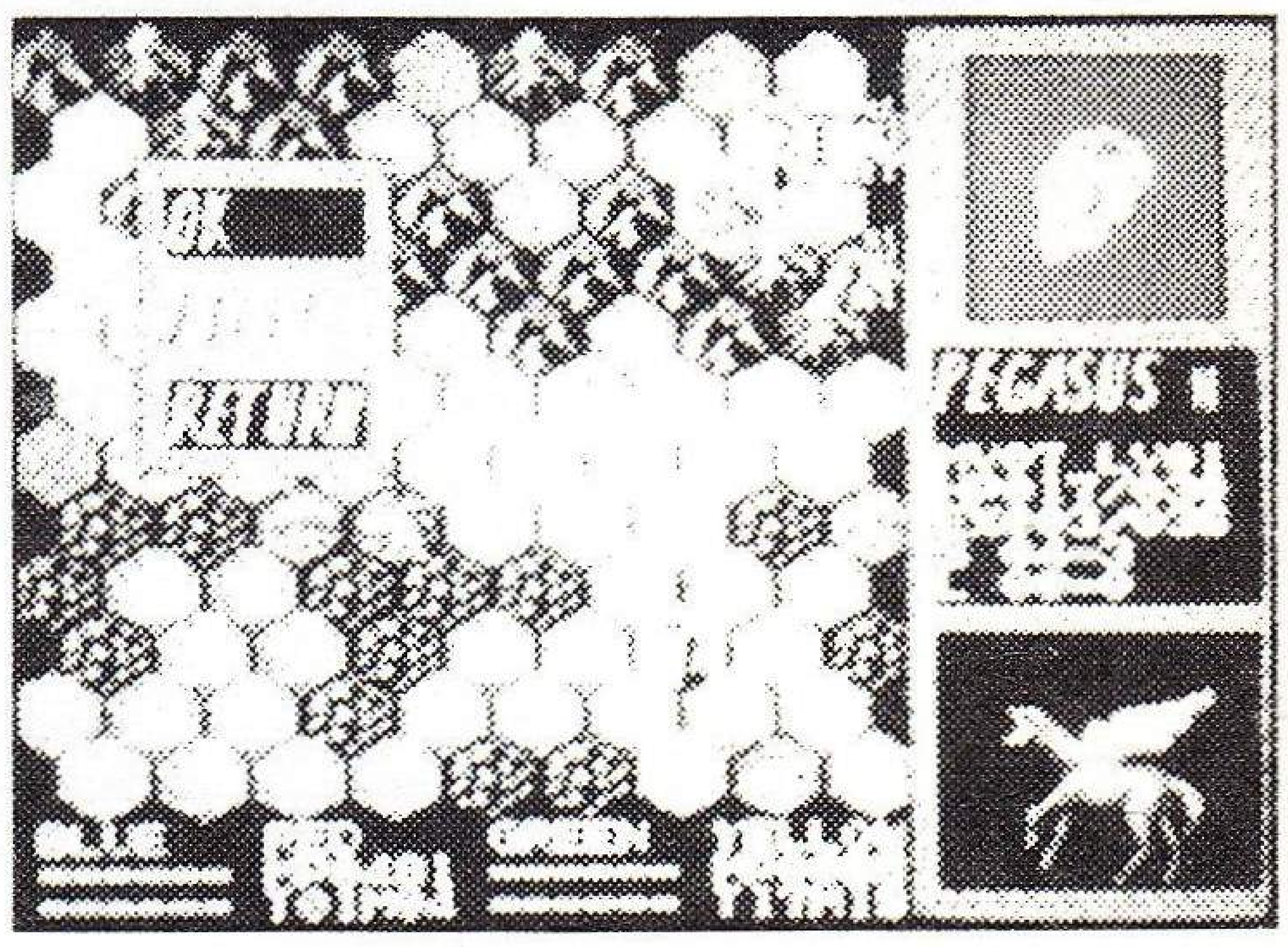
The monster is now shown at the hex you relocated it to. Press the **C Button** to enter. An "E" mark appears on a monster which has completed its movement.

Fight

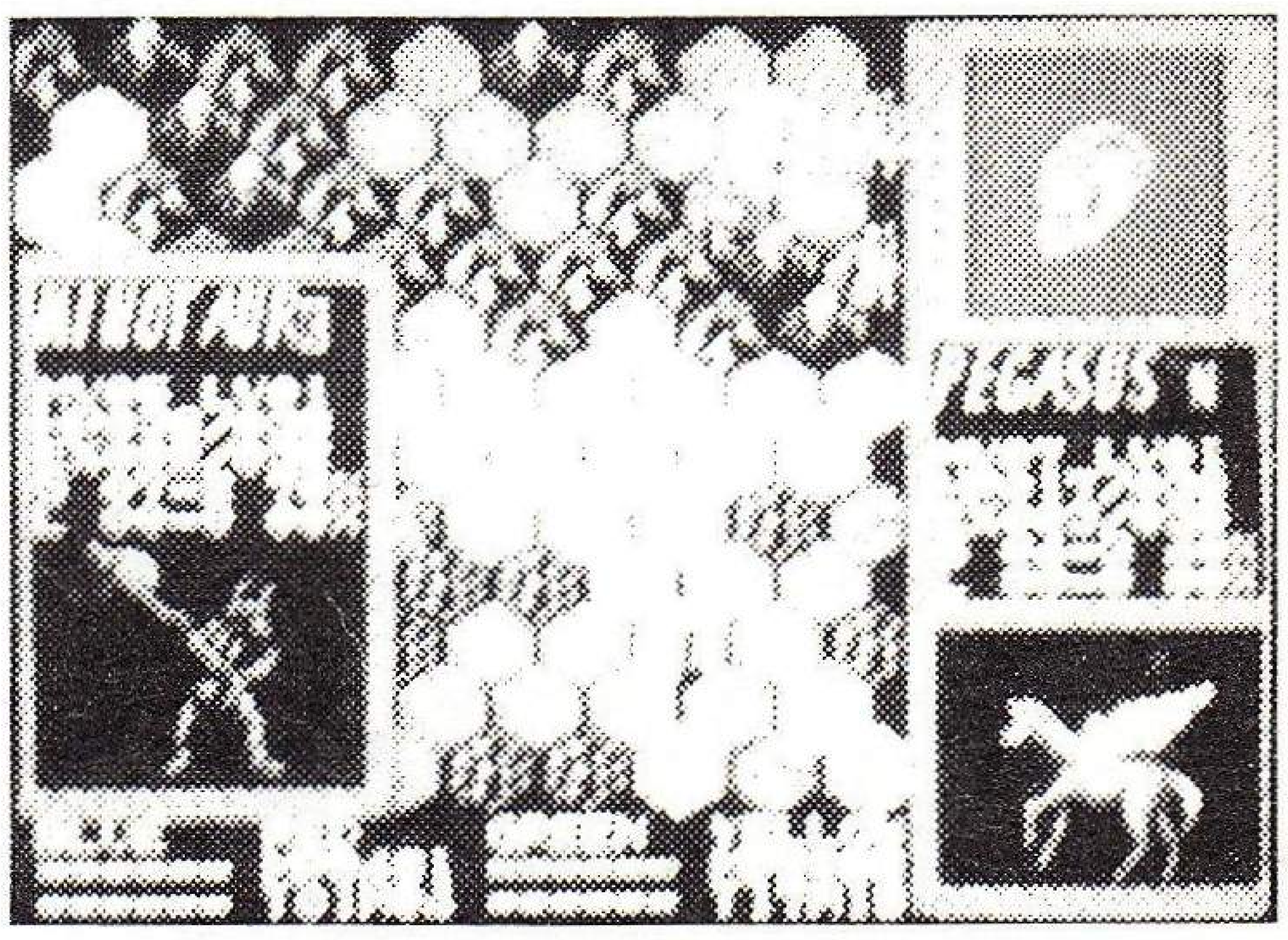
There are two ways to attack an enemy monster:



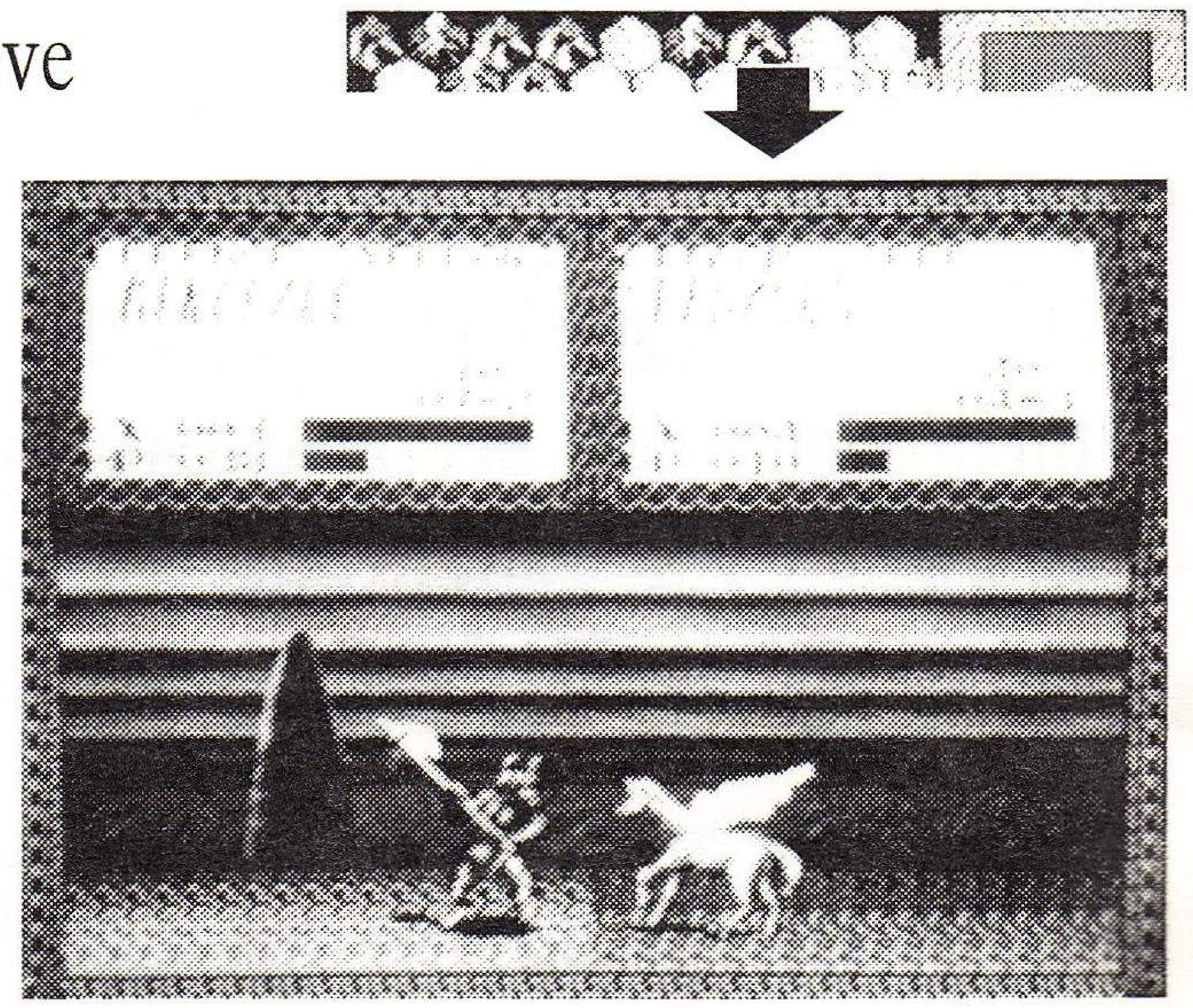
1. If an enemy monster is next to your monster at the start of your turn, press the C Button to open the Command option window indicating "Move" or "Fight."



2. Move your monster next to an enemy monster and press the C Button to open another command option window indicating "OK," "Fight" or "Return." Select "Fight" and set the cursor on a monster to fight with.

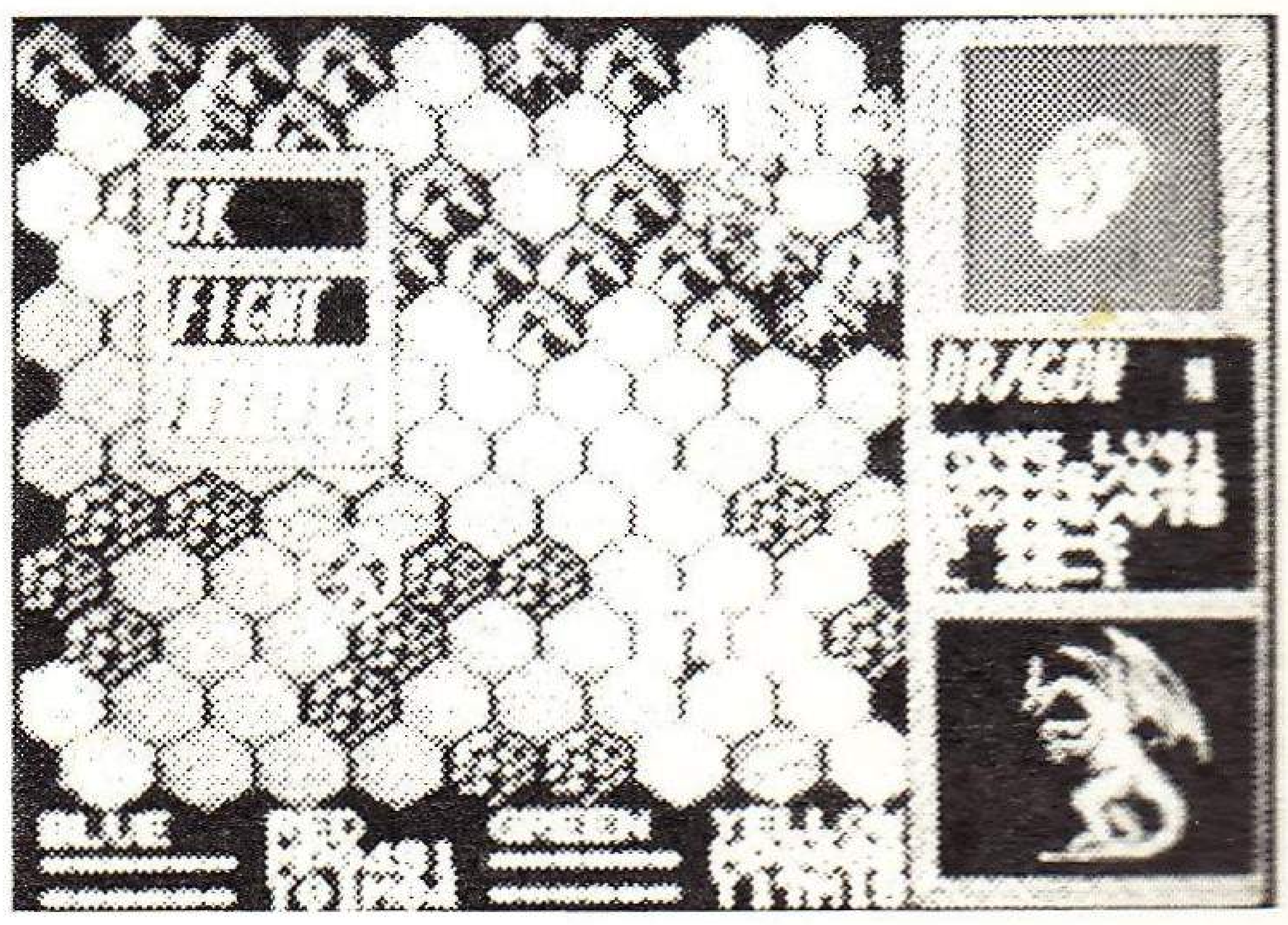


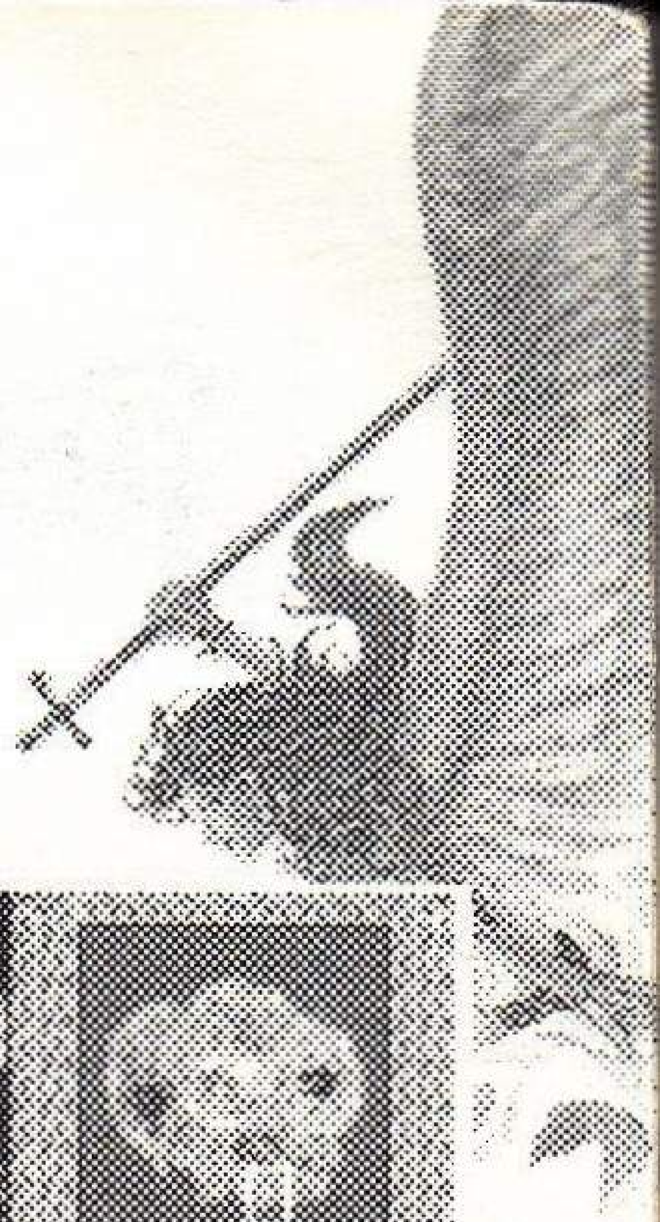
After choosing either of the above methods of attack, select a method of fighting (S for short range or L for long range) and the battle will commence.



Return

If you make a wrong move, select "Return" and your monster will return to its previous position.

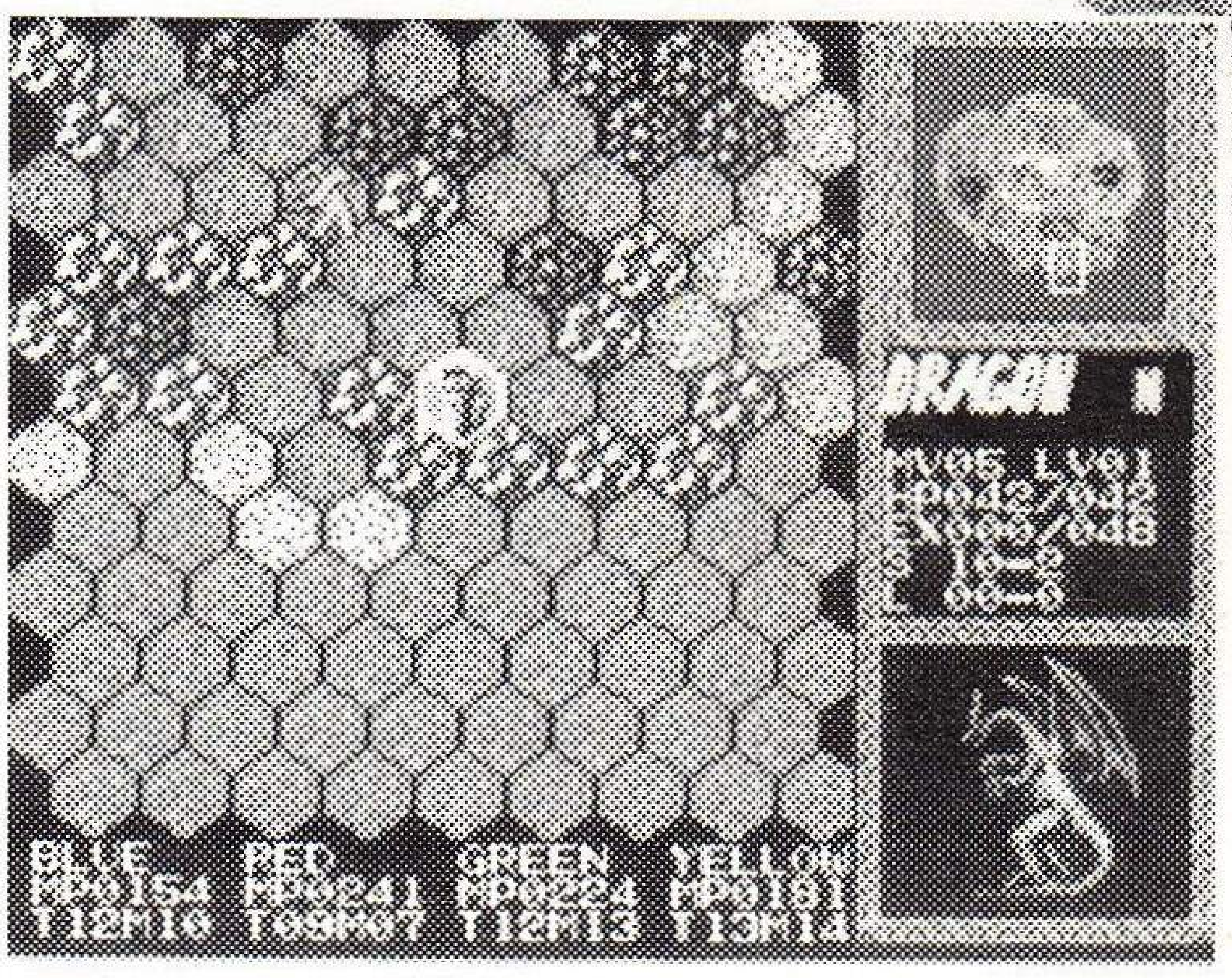


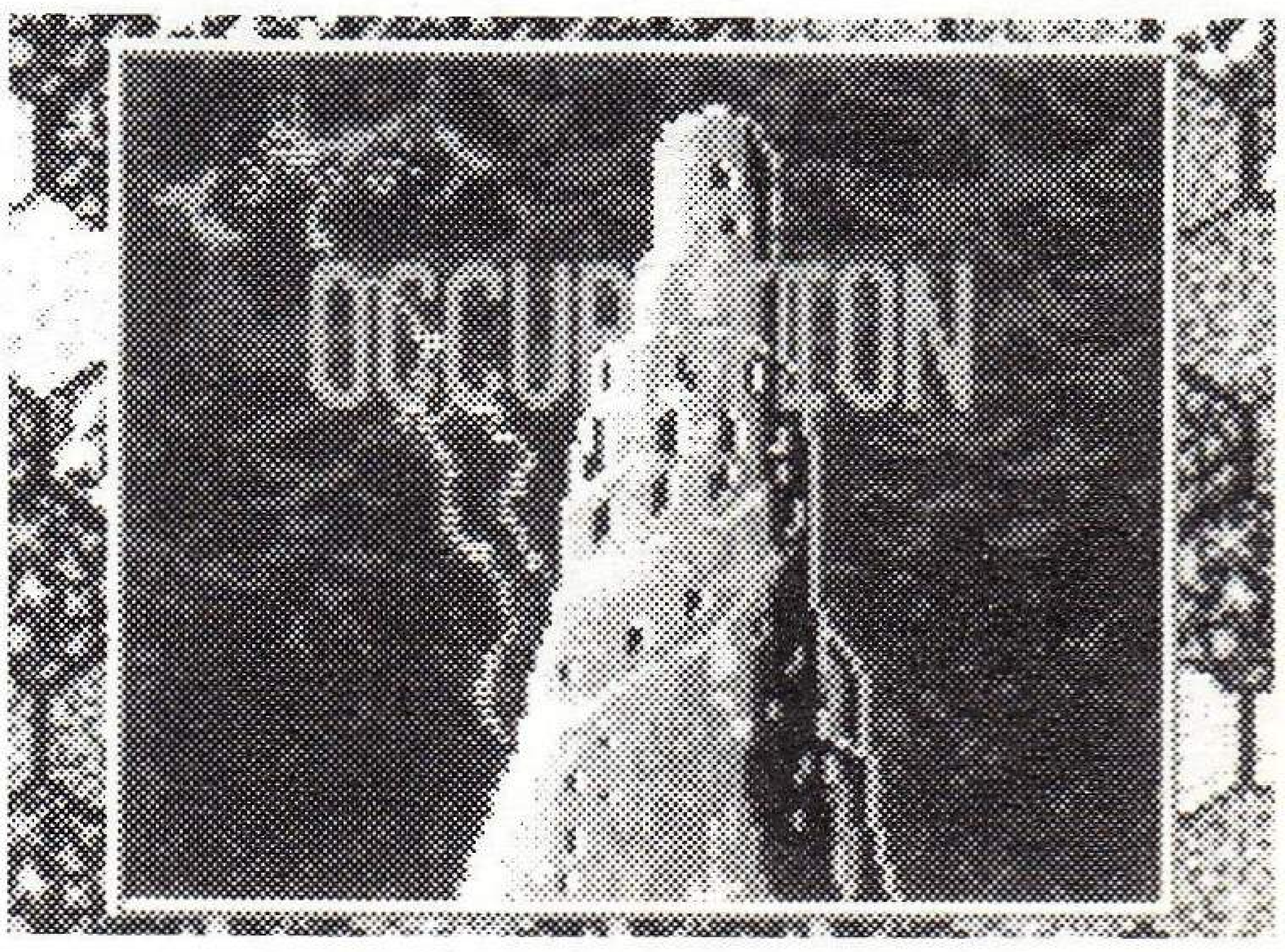


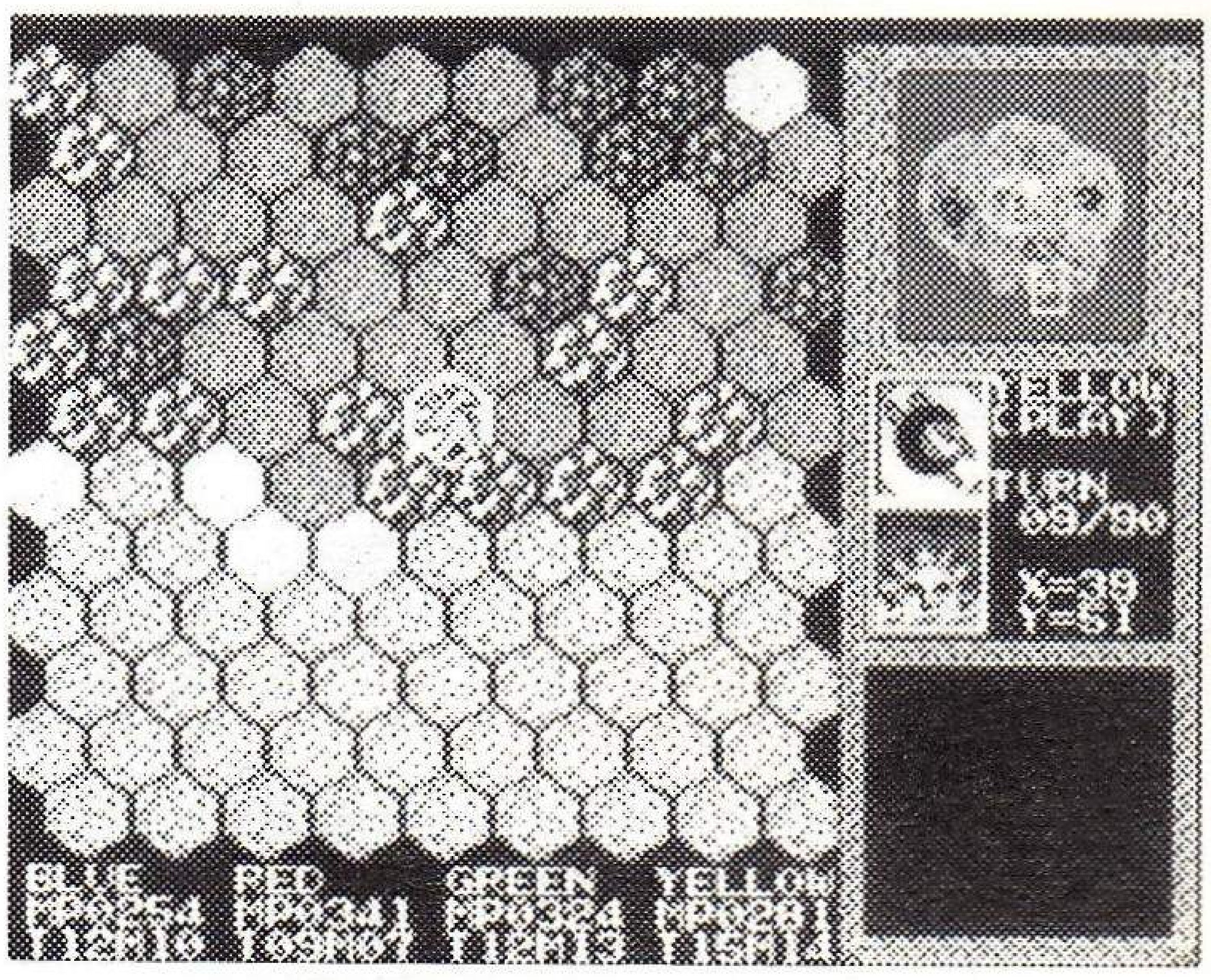
OK/Decision

Select "OK" to confirm a move after you move your monster. In some other cases "OK" means "Occupation."

When you move your monster to a tower which is in a neutral position or under enemy rule, select "OK" and the tower will turn the color of the kingdom of your monster and a visual message of "Occupation" will appear, indicating that the tower has been occupied, by your forces.


DRAGON
MV05 LV01
BLUE
MP0154
T12M16
RED
MP0241
T09M07
GREEN
MP0224
T12M13
YELLOW
MP0181
T13M14




YELLOW
(PLAY)
TURN
09/90
X=39
Y=51
BLUE
RED
GREEN
YELLOW

Game Terminology

Hex: Hexagonal cell shown in maps.

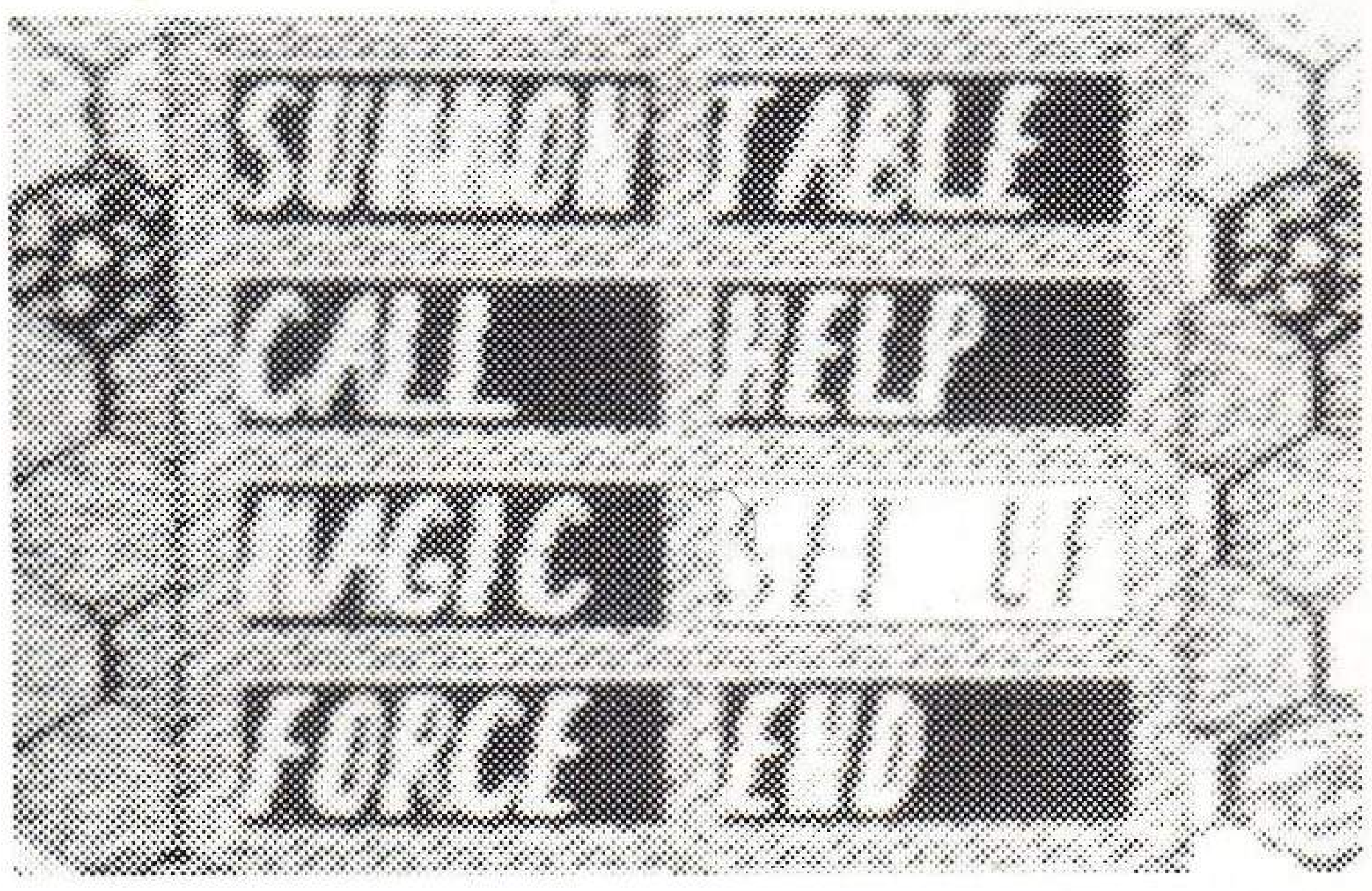
Unit: General term for pieces (monsters) which a player, or the computer as a player, moves.

Phase: The game is played in order of blue, red, green and yellow. Each color constitutes a phase.

Turn: A round in which all players finish their phases. The game continues one turn at a time.

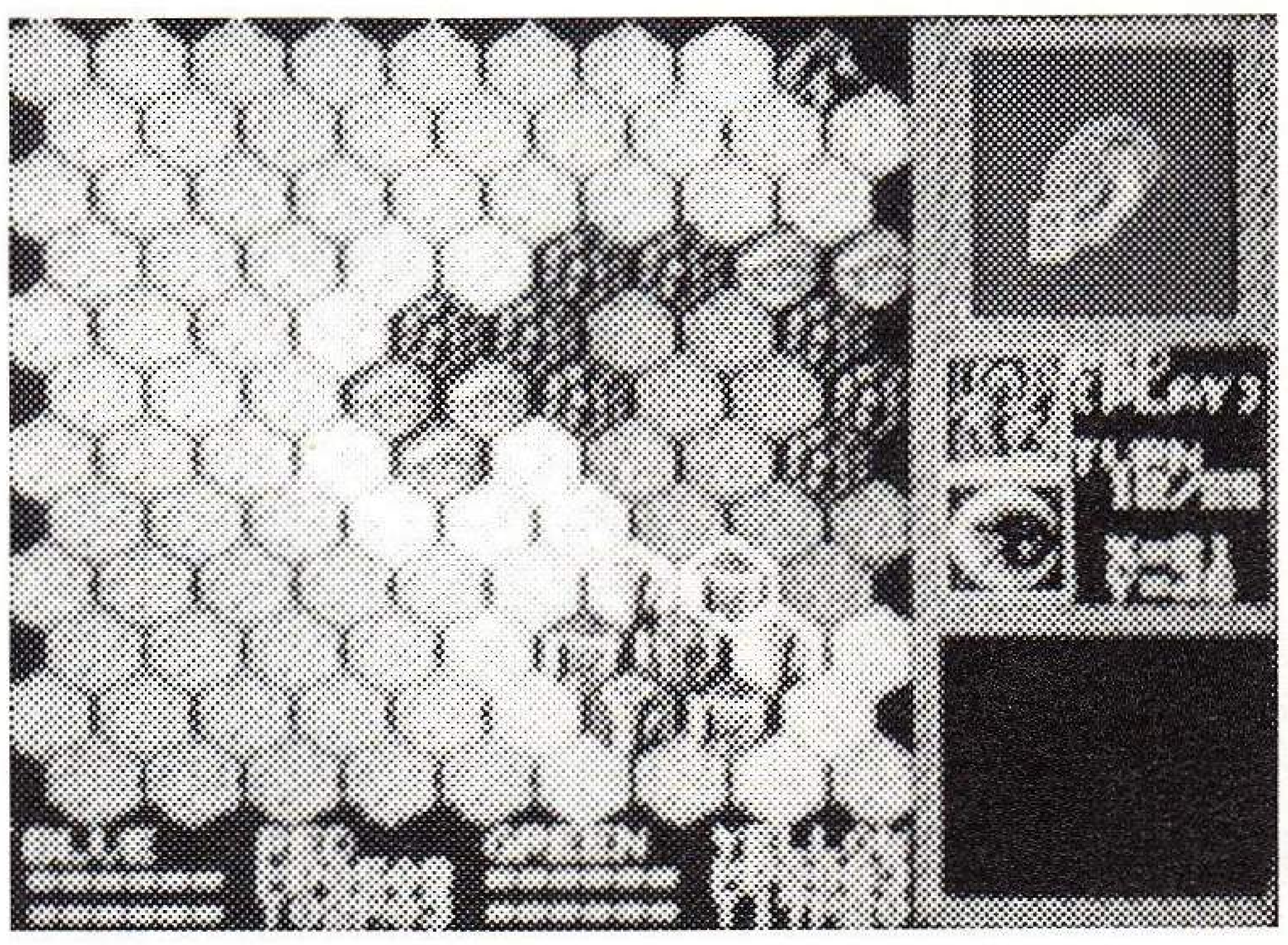
Command Window

Press the **A Button** to open the main Command window menu which includes commands such as "Summon," "Magic," "Force" for fights, "Table," "Help" for planning strategy and "Set up" for saving the game or changing magic once you have set it.

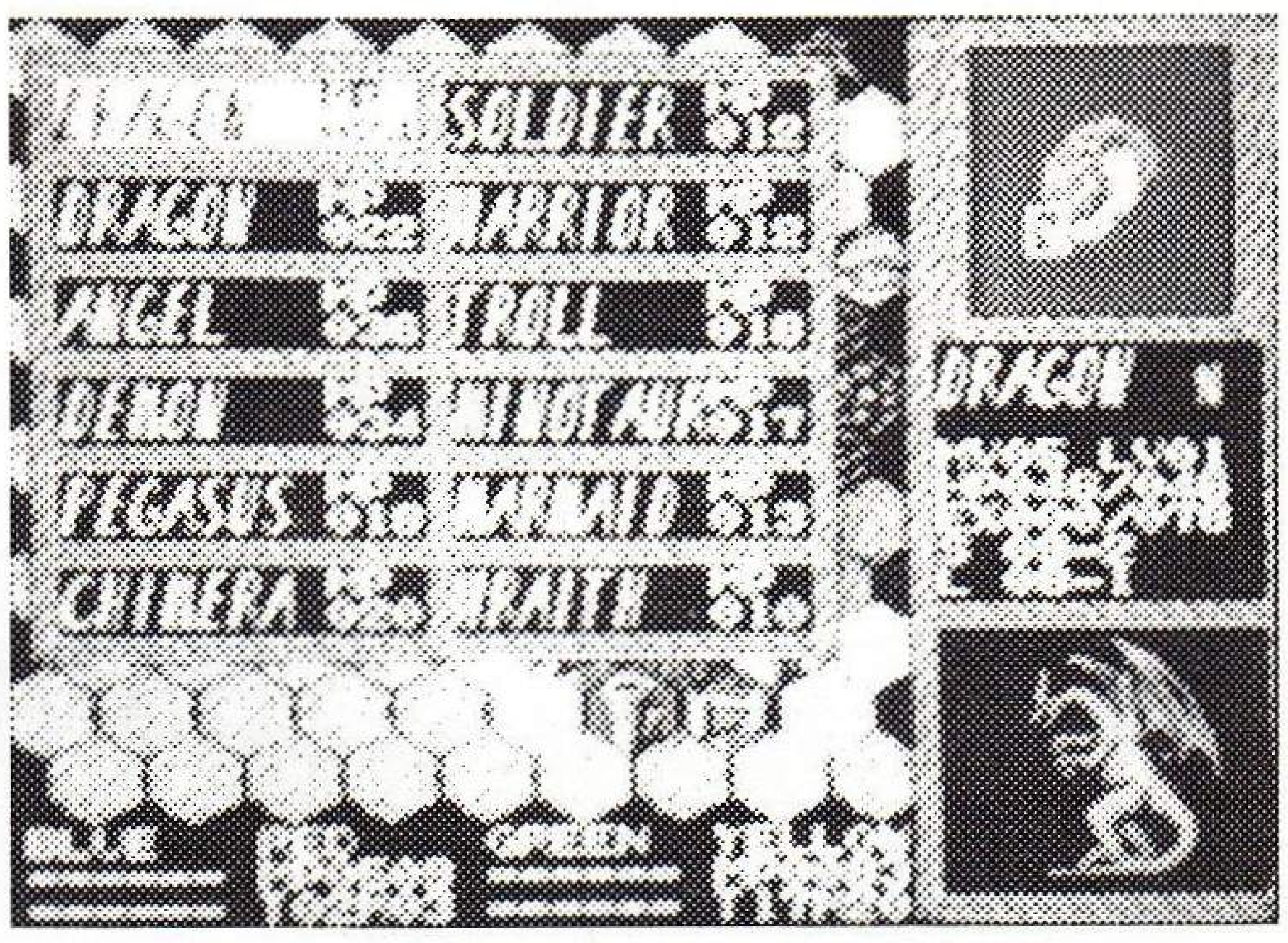

SUMMON
TABLE
CALL
HELP
MAGIC
SET UP
FORCE
END

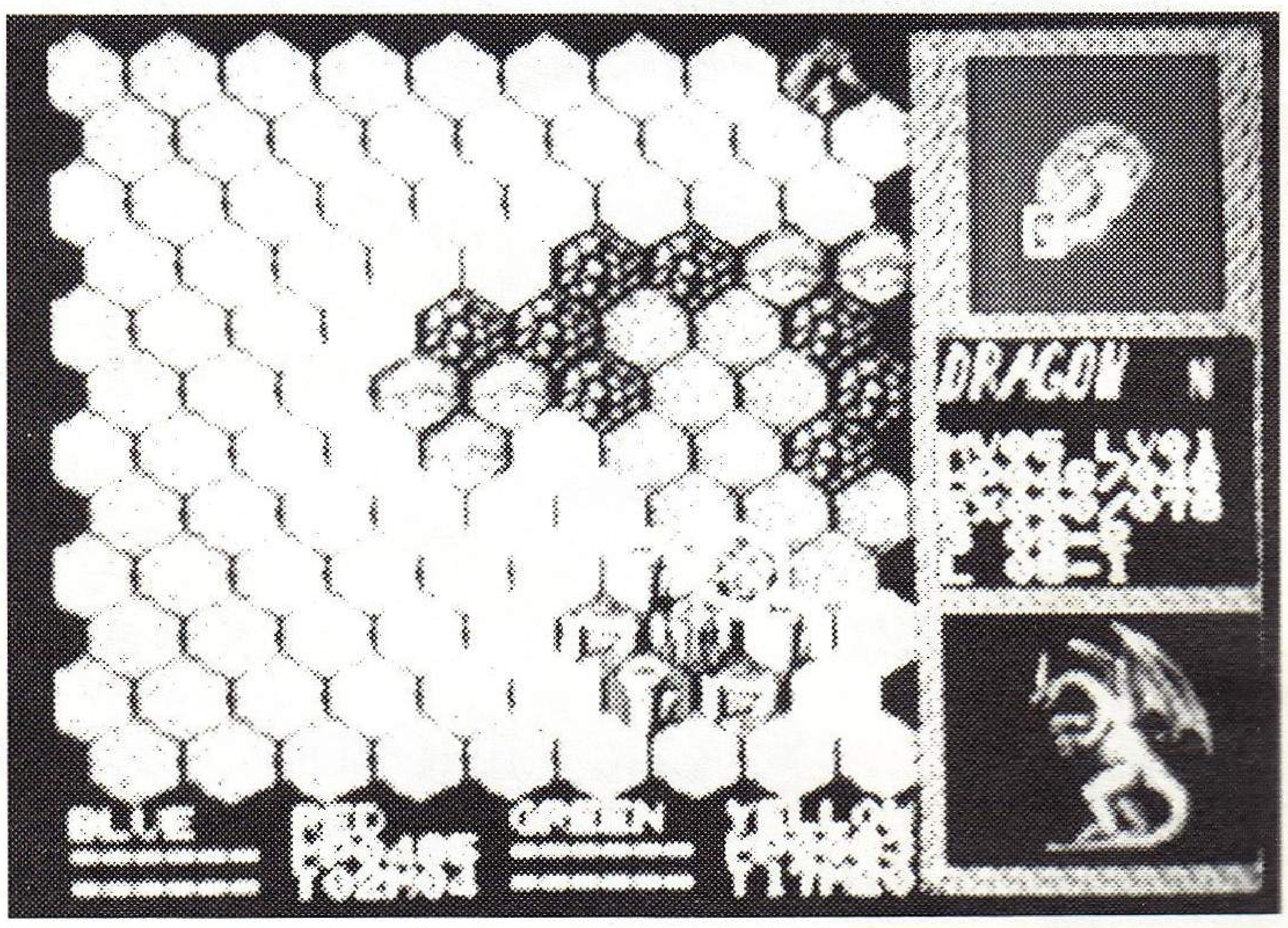
Summon

You can summon a monster only at a castle, fortress or tower next to a hex where your master is located. Which monster you can summon depends on the type of master you control.



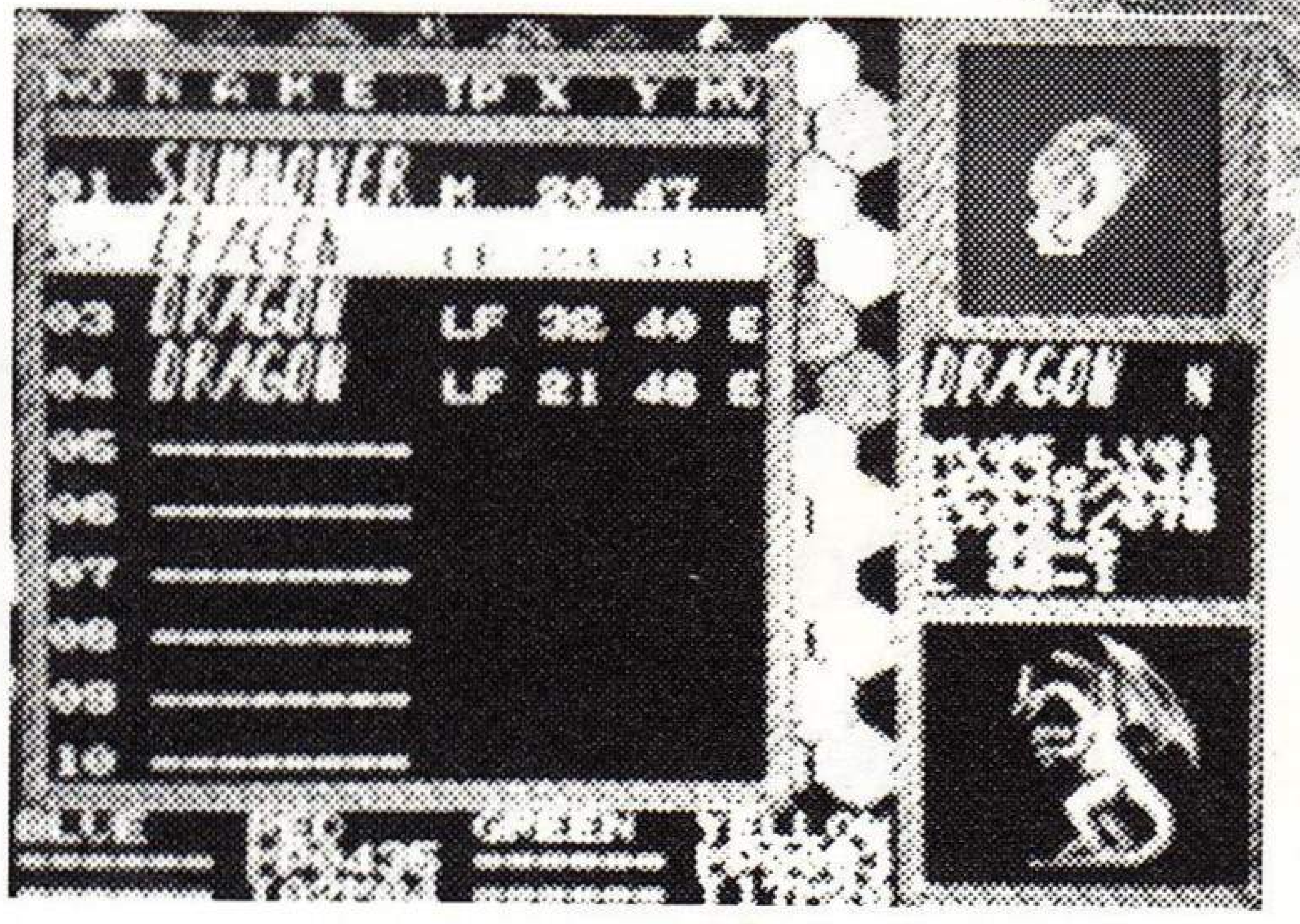
You use up a certain number of points out of your total MP (Magic Points) available when you summon a monster. You can only summon the same number of monsters as the number of towers you rule, plus one. Therefore, the more towers you have, the more advantageously you can develop your strategy.

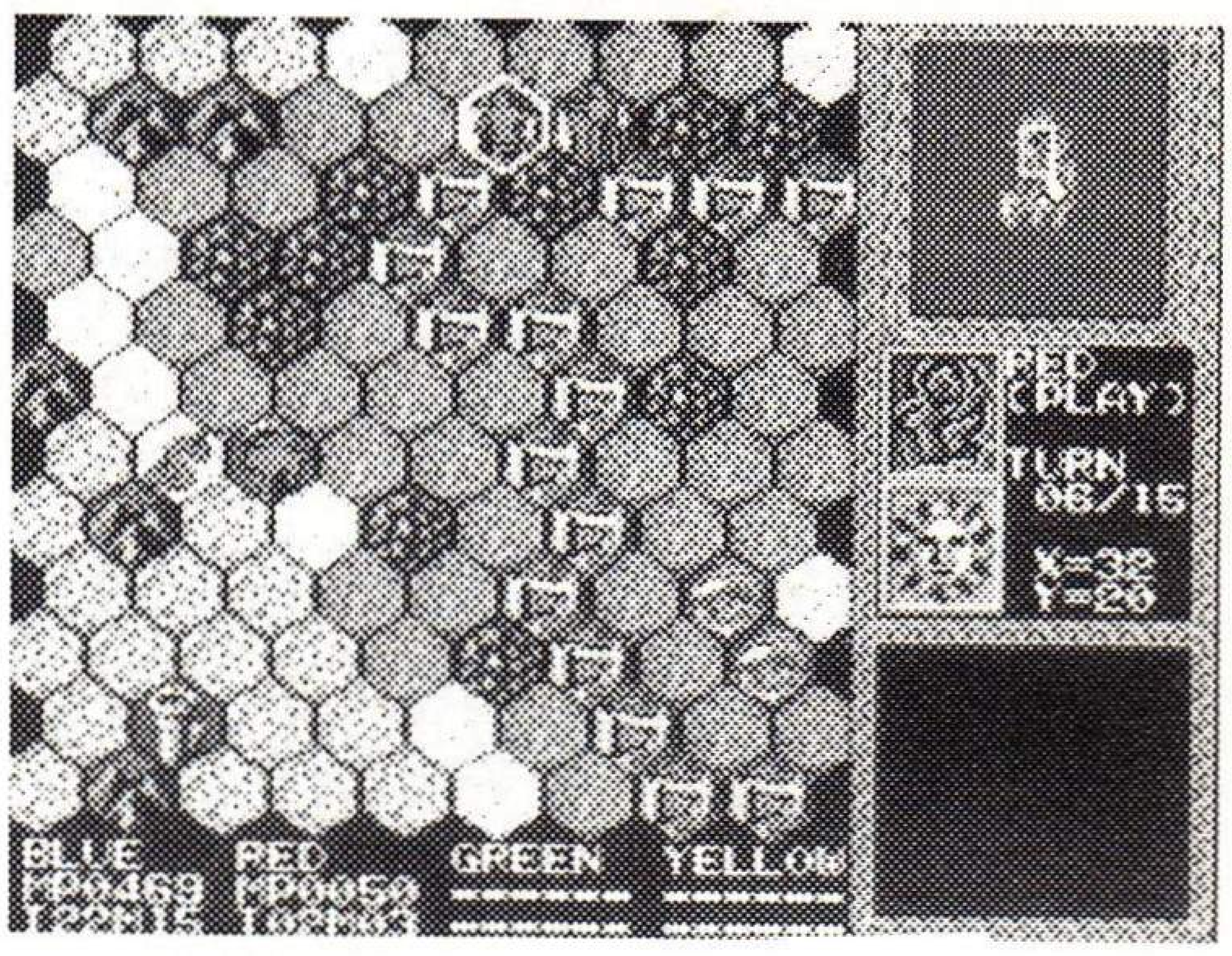

SOLDIER
DRAGON
WARRIOR
ANGEL
TROLL
DEMON
MINOTAURS
PEGASUS
MERMAID
CHIMERA
WRAITH
DRAGON


DRAGON
BLUE
RED
GREEN
YELLOW

Call

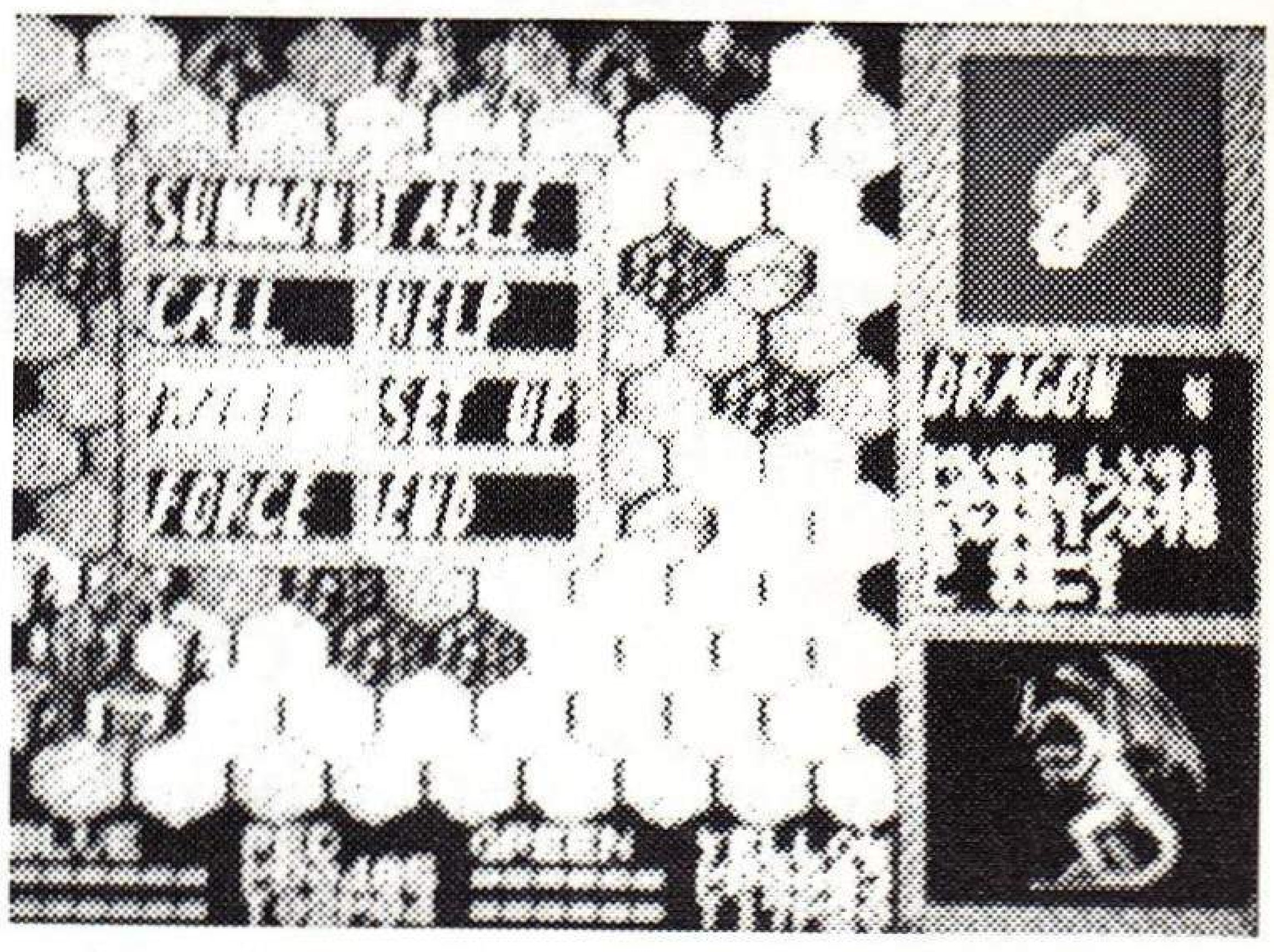
This is the Recall Table which you can use from the second map on in the campaign mode (not available in map mode). You can summon and then relocate monsters to hexes you choose and also recover HP of the monsters which had been summoned in previous stages.

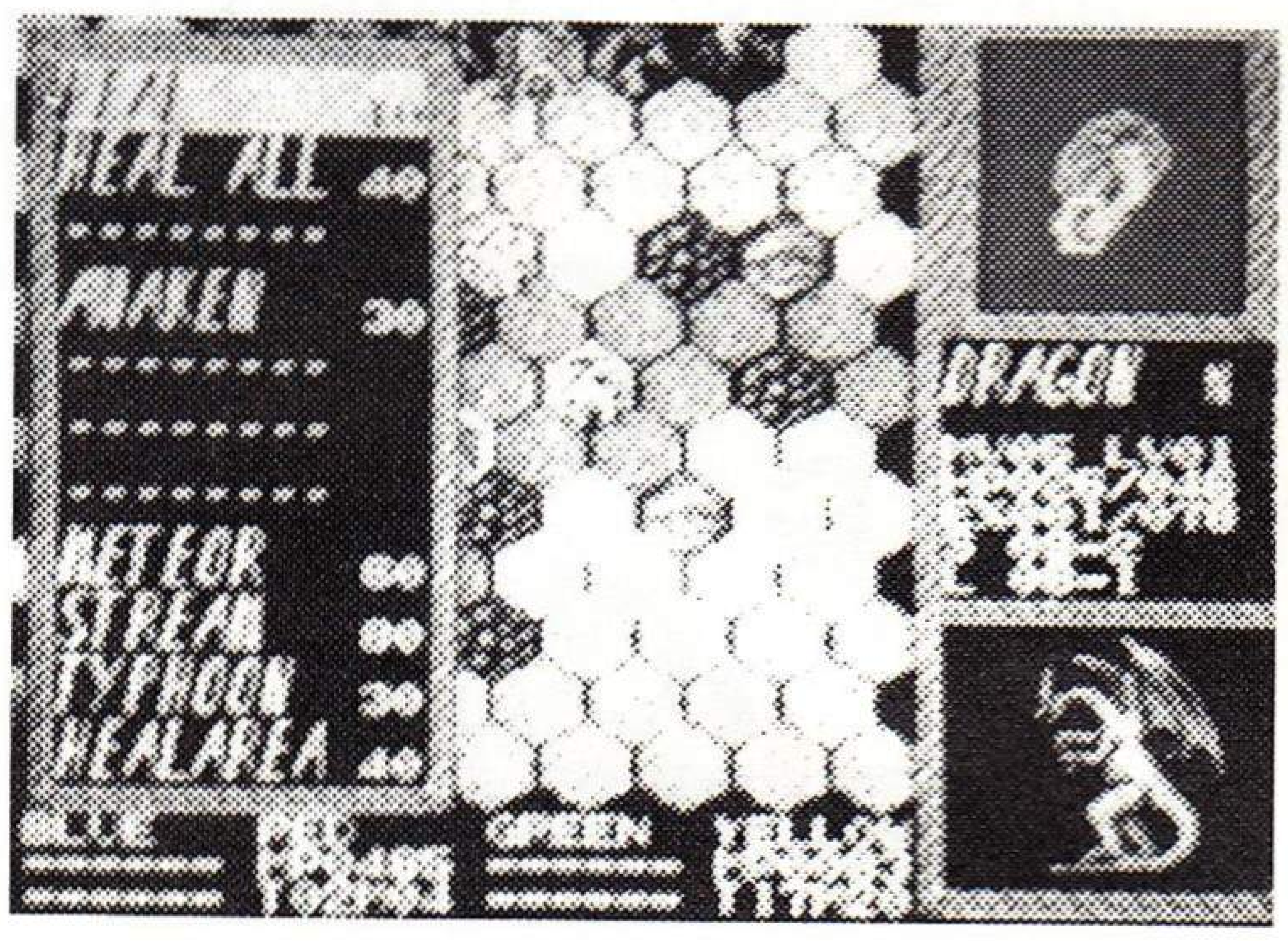

SUMMONER
DRAGON
DRAGON
LF
LF
BLUE
RED
GREEN
YELLOW
DRAGON

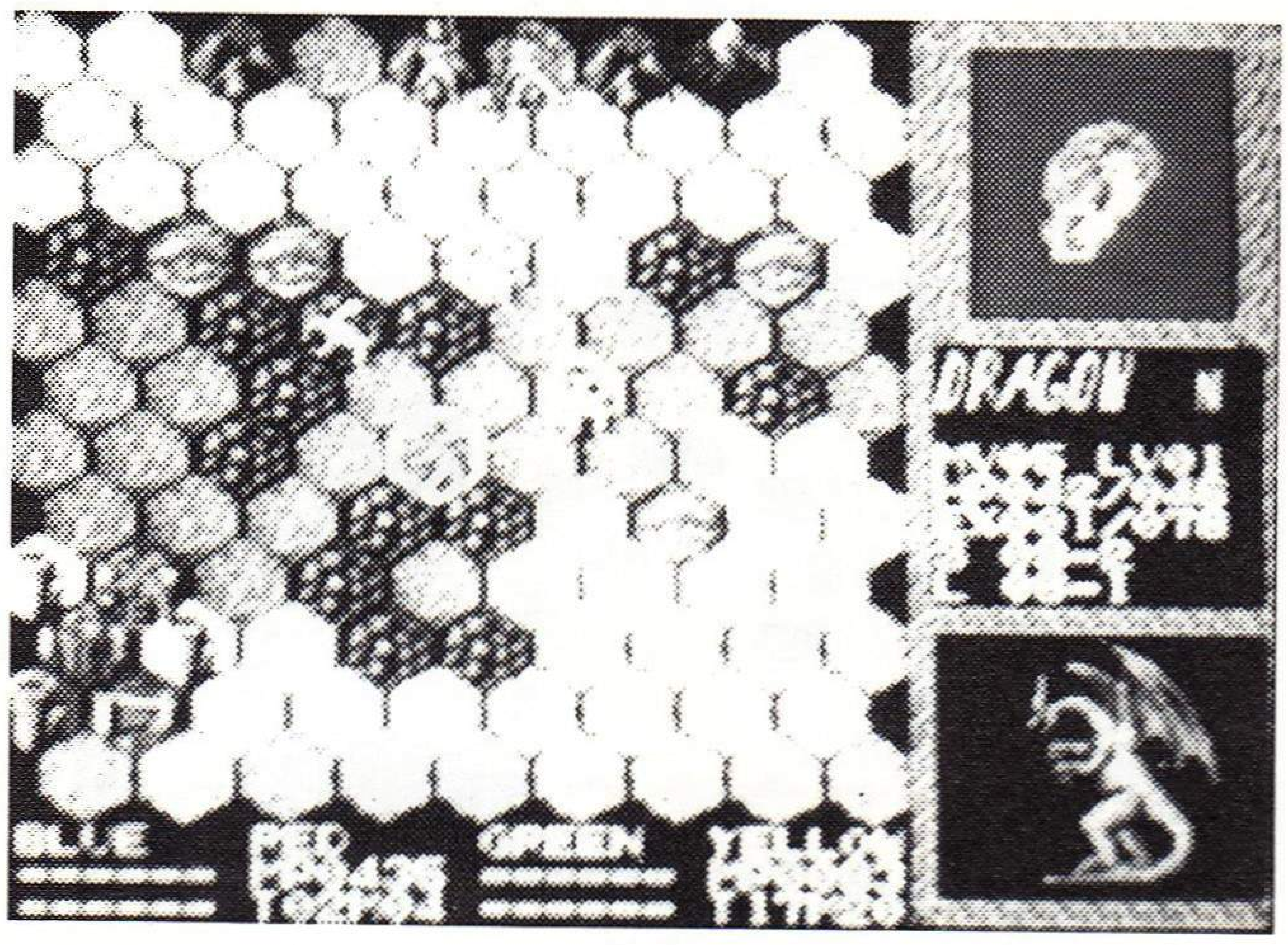

RED
(PLAY)
TURN
08/15
BLUE
RED
GREEN
YELLOW

Magic

Each master can use magic once per round. Magic includes such spells as "heal" for recovery of your monsters' HP, "mind" for attacking, etc. The use of magic consumes a certain number of points from MP (Magic Points) available. Magic cannot be used for fighting between the masters. There are both "basic magic" used in common by all masters and "special magic" used by specific masters.

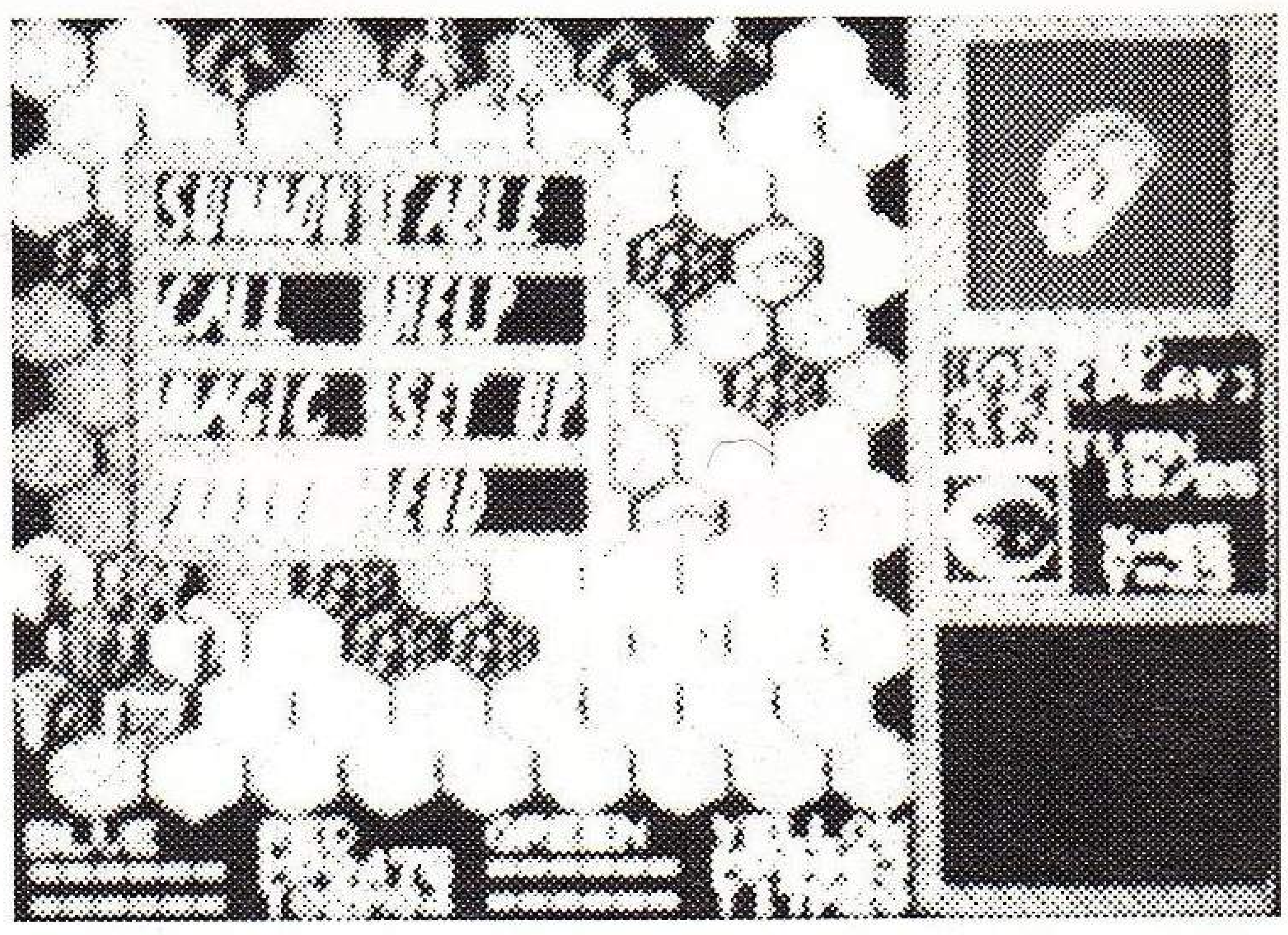

SUMMON
CALL
HELP
SET UP
END
DRAGON
BLUE
RED
GREEN
YELLOW

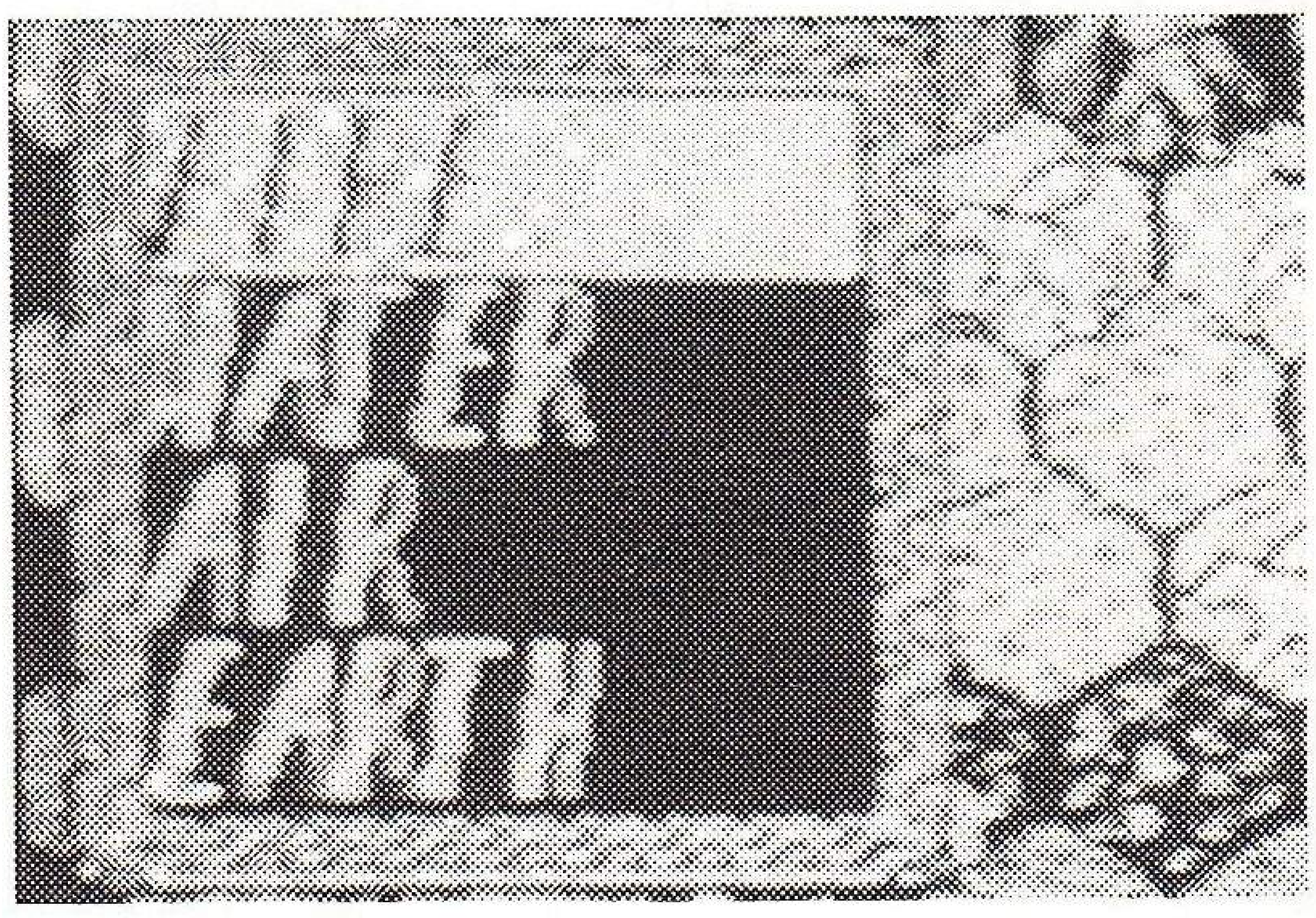

HEAL ALL
AWAKEN
METEOR
STREAM
TYPHOON
HEALAREA
DRAGON
BLUE
RED
GREEN
YELLOW

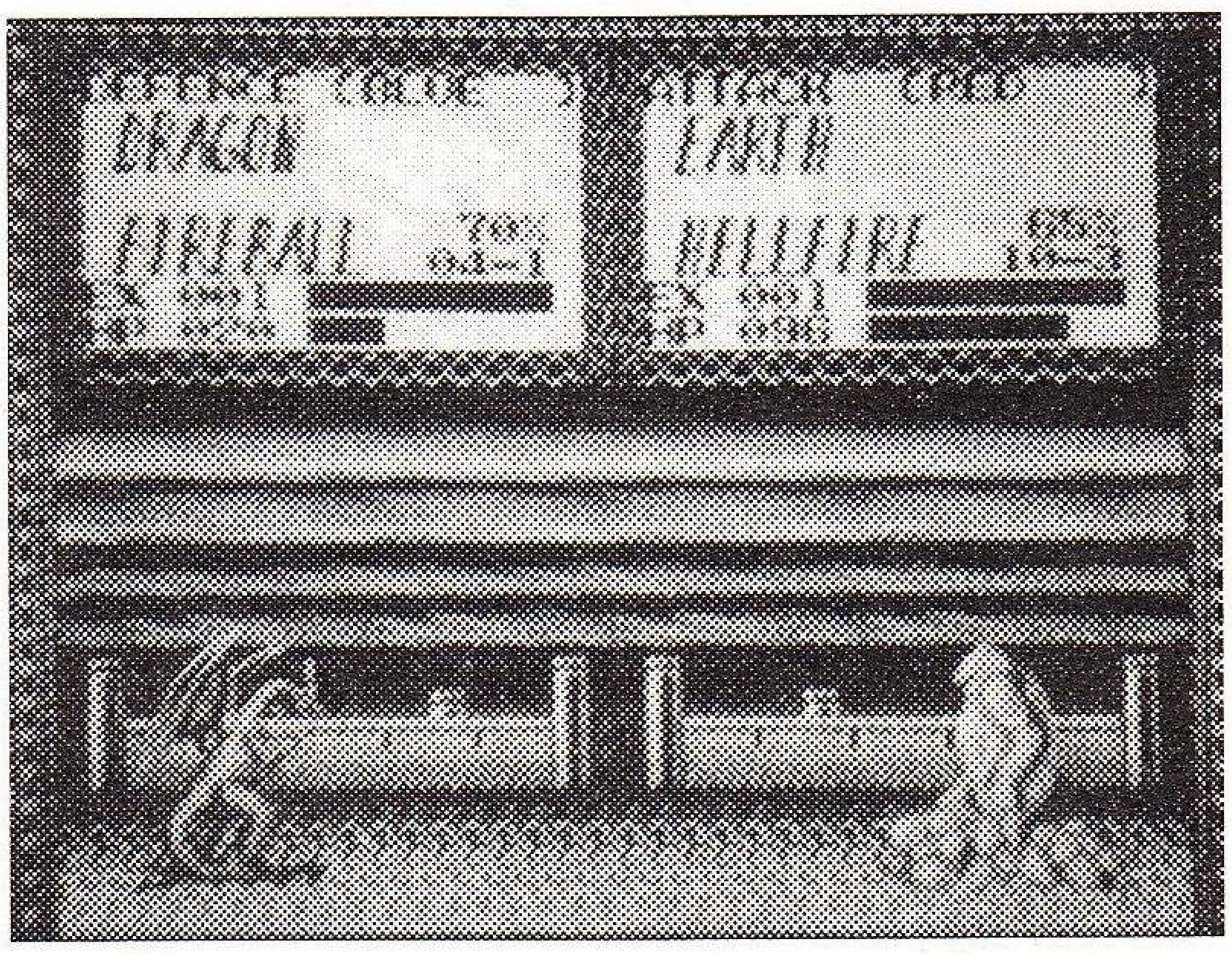

DRAGON
BLUE
RED
GREEN
YELLOW

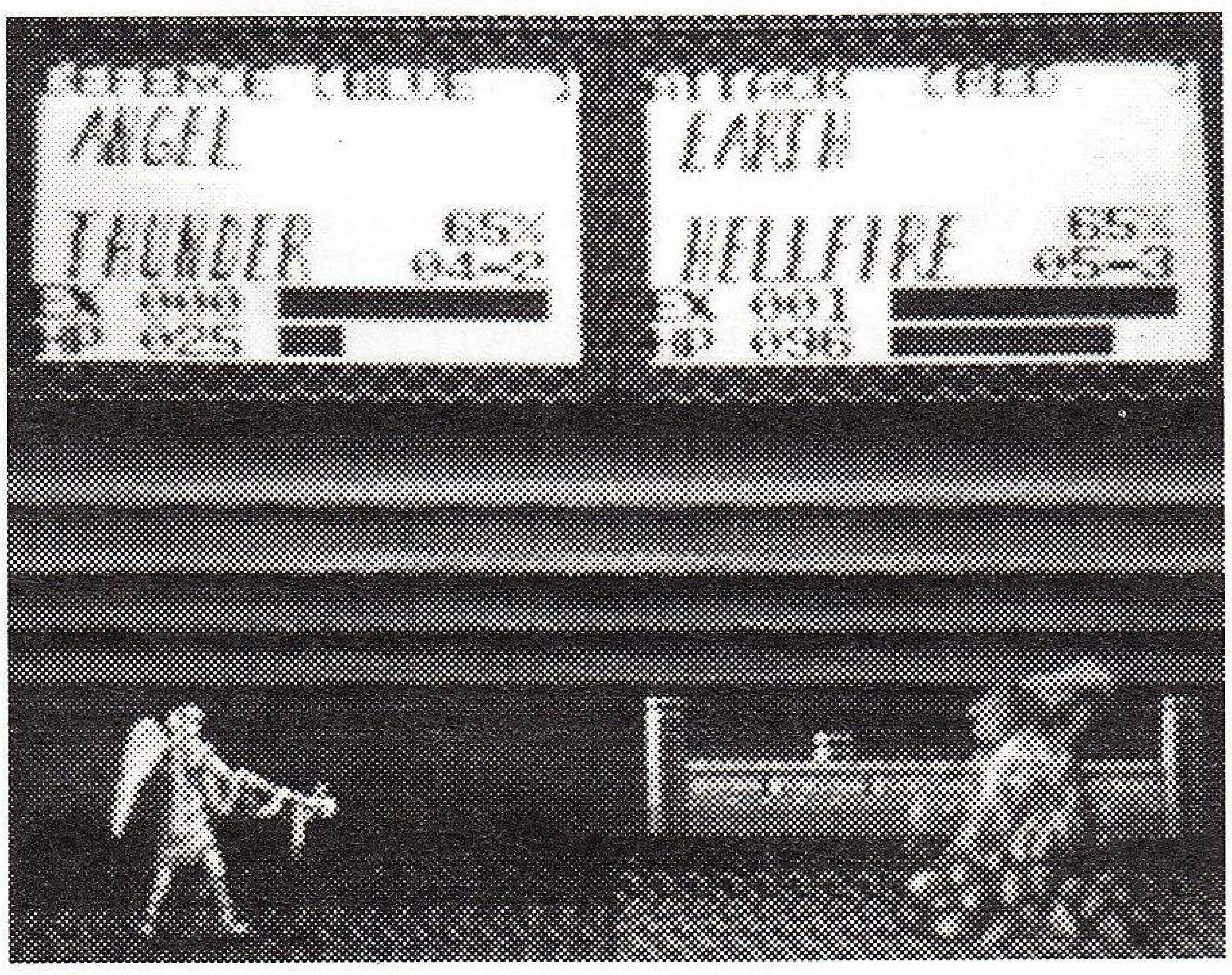
Force

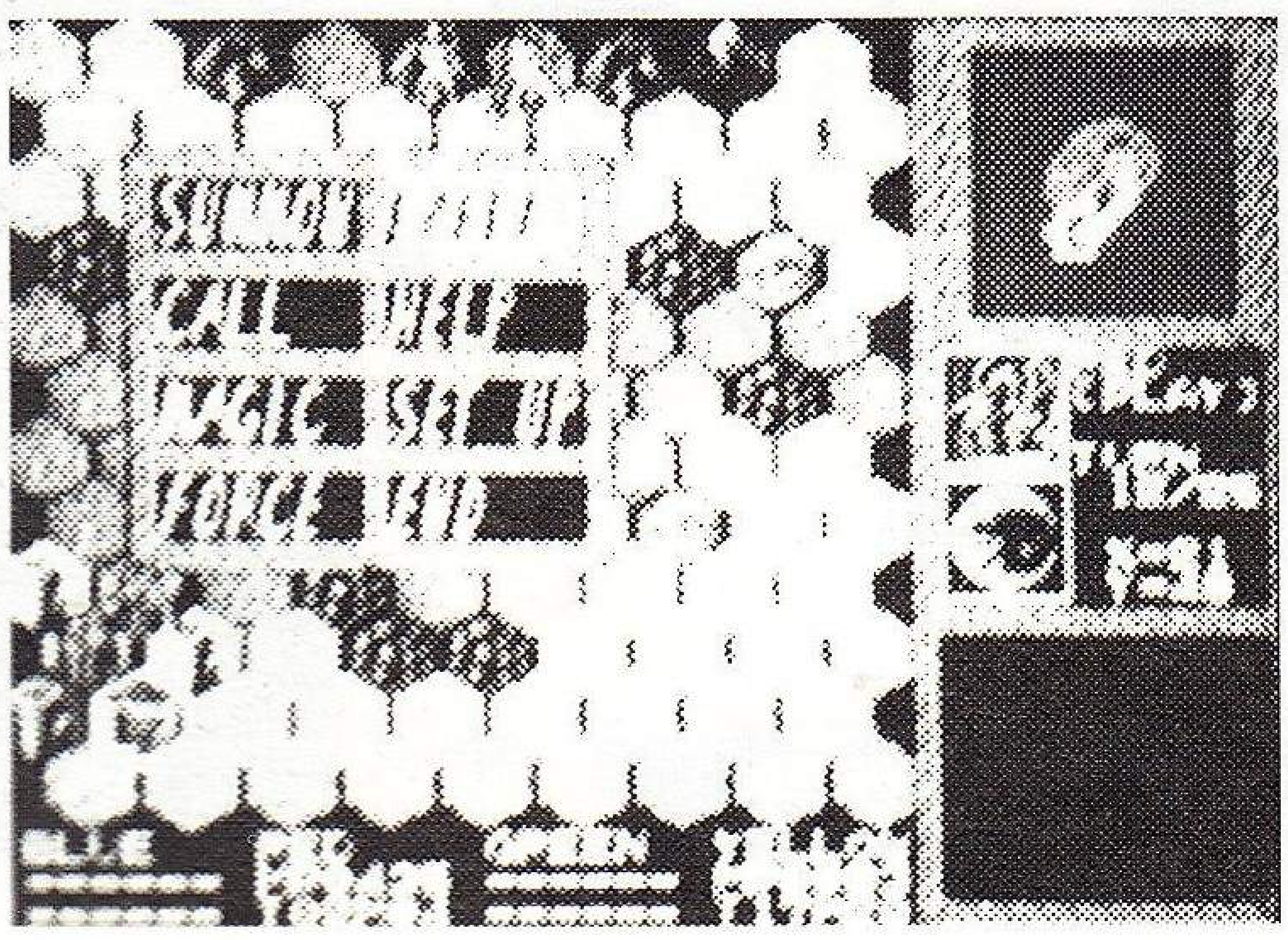
Each player can summon an elemental force to attack an enemy monster once during a turn. To summon a force to battle with an enemy monster, move the cursor onto the enemy monster and select the command "FORCE." You cannot summon a force without MP. After the force loses HP in battle, it cannot recover it. When it loses all its HP, it will disappear and will be unable to come back during that game. In the campaign mode, however, each procession to another stage enables it to recover HP, so the force lost in the previous map can be summoned again. Each master is allowed to summon a particular elemental.


SUMMON
TABLE
CALL
HELP
MAGIC
SET UP
FORCE
END


FIRE
WATER
AIR
EARTH

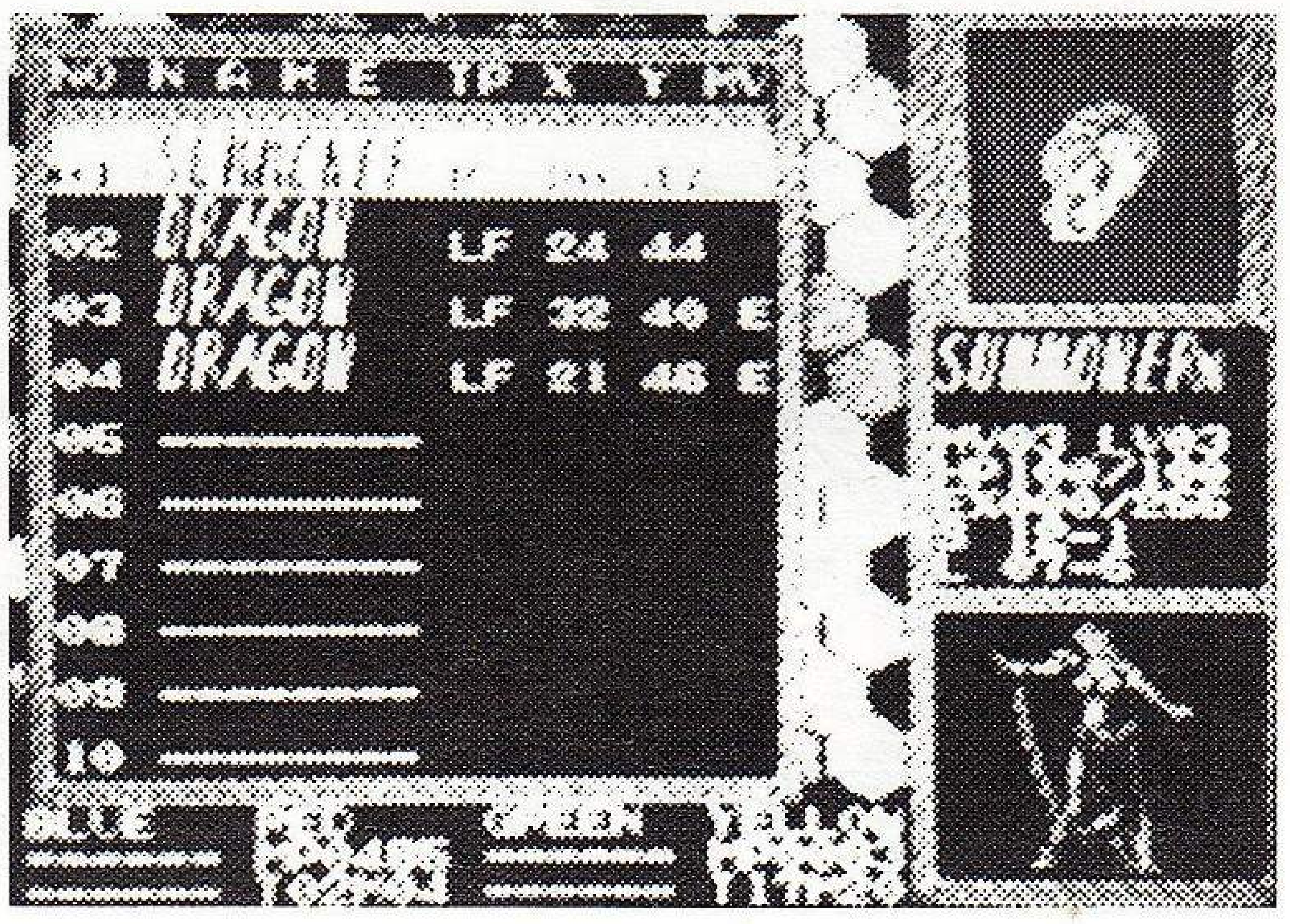

DEFENCE (BLUE)
DRAGON
FIREBALL
70%
ATTACK (RED)
EARTH
HELLFIRE
65%


DEFENCE (BLUE)
ANGEL
THUNDER
65%
04-2
EX 000
HP 025
ATTACK (RED)
EARTH
HELLFIRE
65%
05-3
EX 001
HP 096


SUMMON
TABLE
CALL
HELP
MAGIC
SET UP
FORCE
END

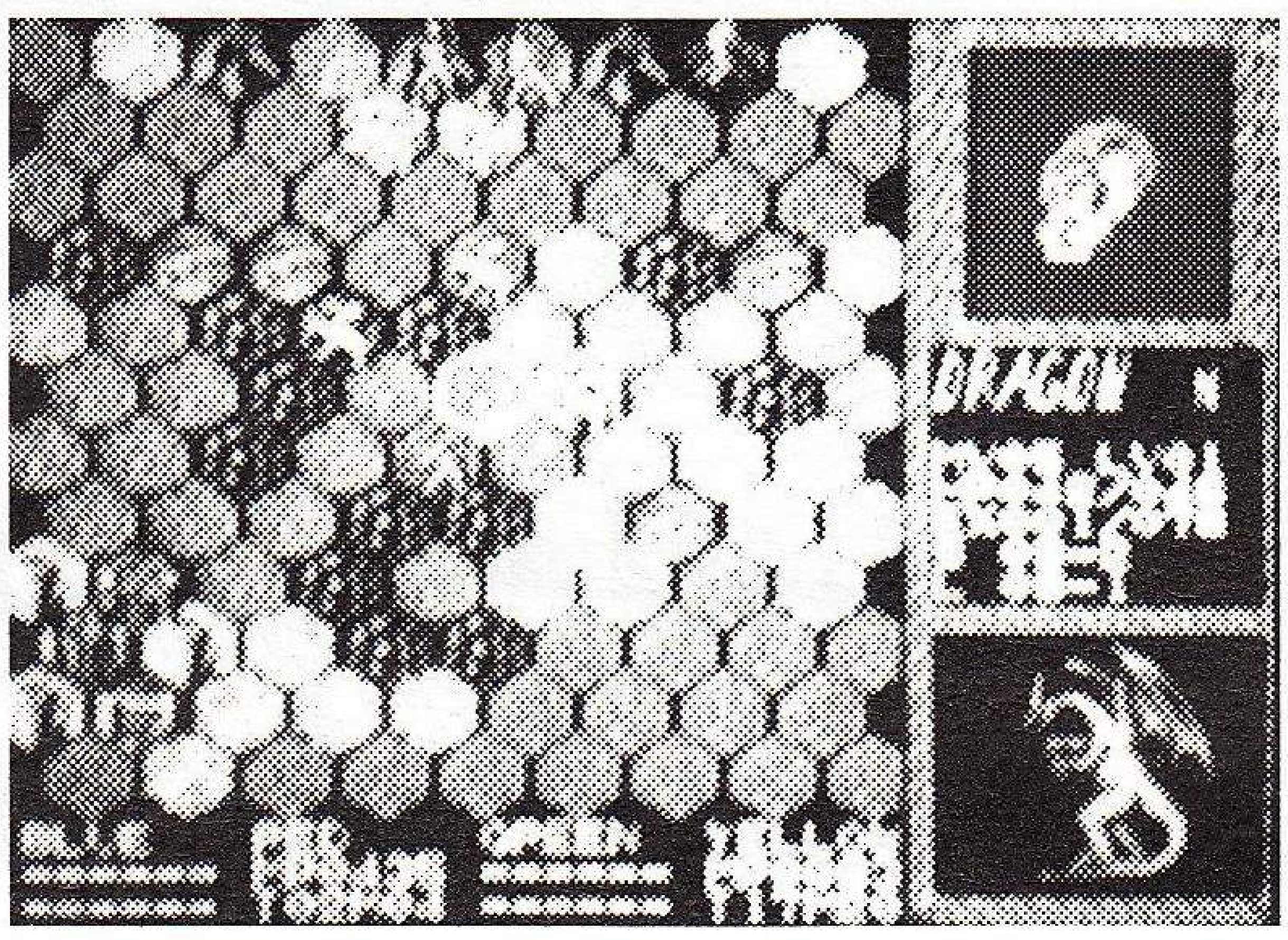
Table

"Table" is very useful for monitoring the development of the game

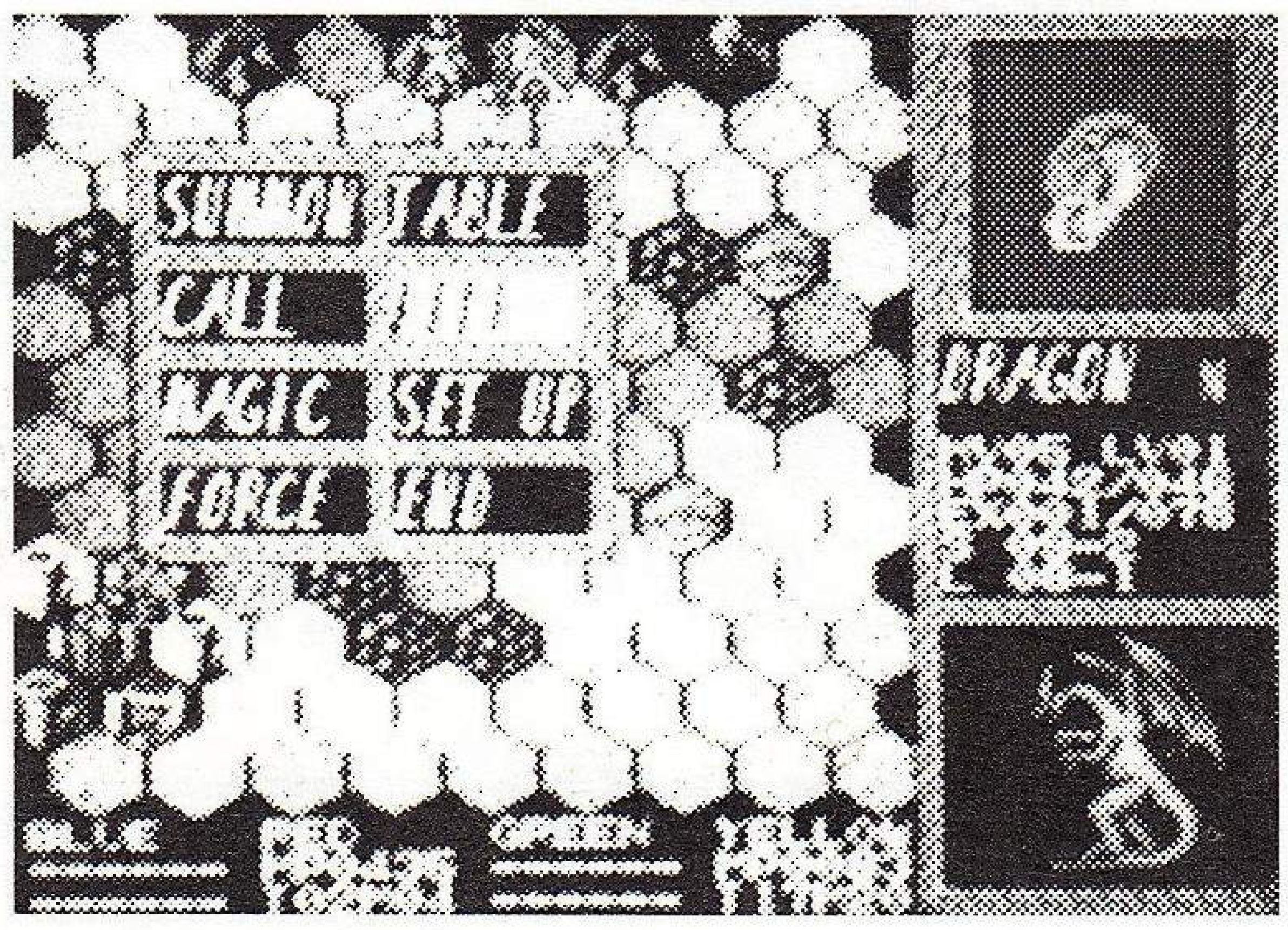


NO	NAME	TP	X	Y	M
01	SUMMONER				
02	DRAGON	LF	24	44	
03	DRAGON	LF	32	40	E
04	DRAGON	LF	21	46	E
05					
06					
07					
08					
09					
10					

SUMMONER
BLUE
GREEN

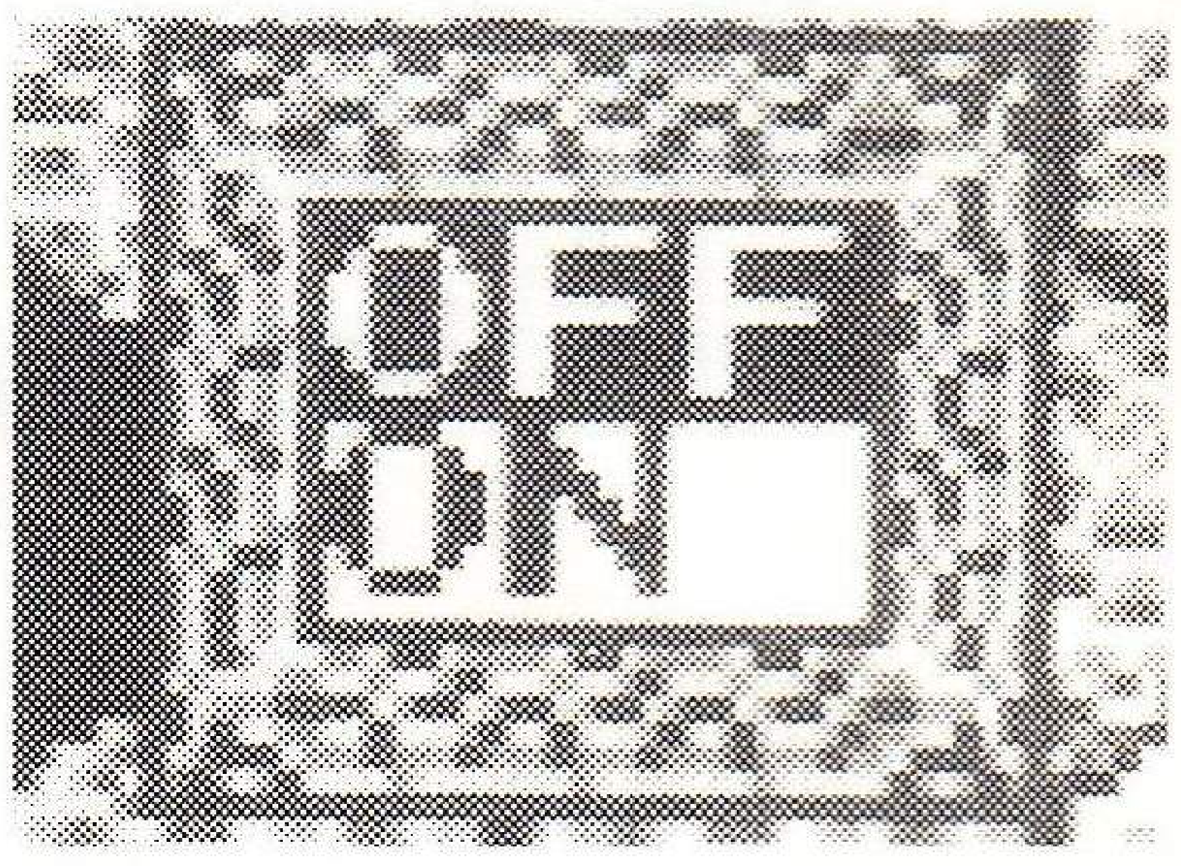

DRAGON
BLUE
GREEN

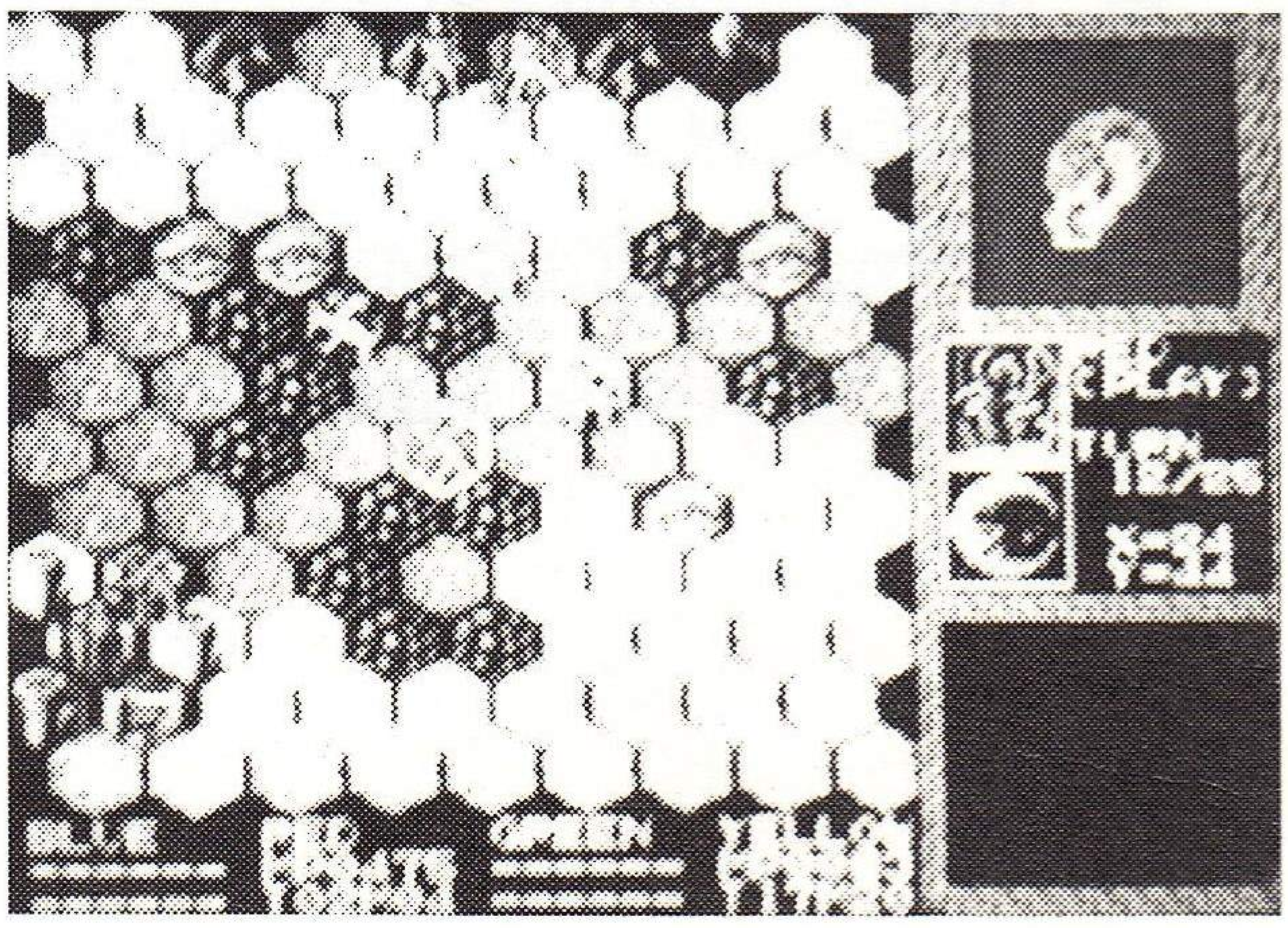
although it does not have any effect on the proceedings of the game. In map mode, the Table enables you to find out which monsters are still alive, what their status is and whether they are in action. In campaign mode, the Table indicates all monsters summoned, including ones surviving from the previous map, which are available for relocation in the following map.


SUMMON
TABLE
CALL
MAGIC
SET UP
FORCE
END
DRAGON
BLUE
GREEN

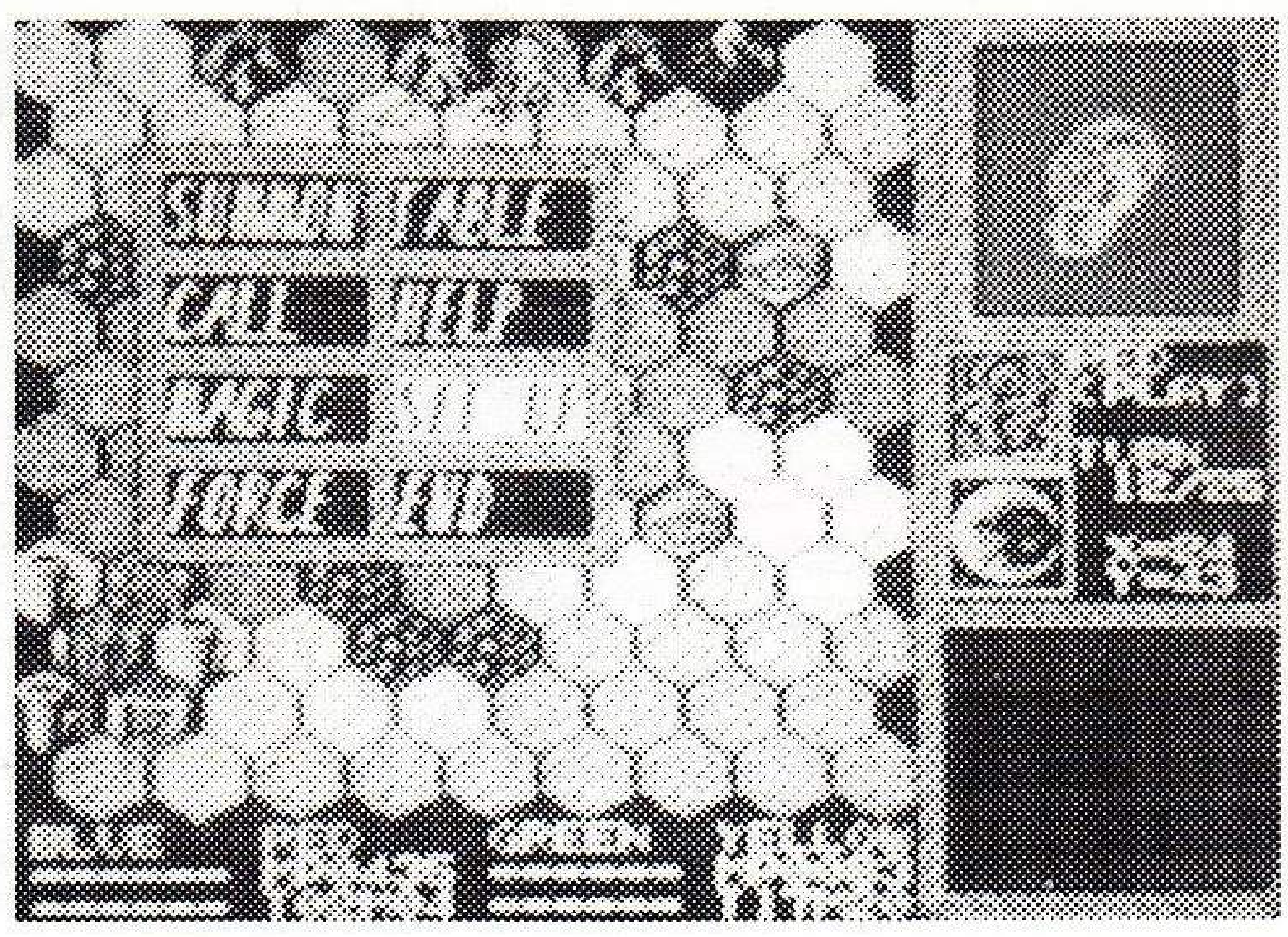
Help

"Help" is the command by which the computer will guide you by moving the cursor to a place to relocate each monster. If you like the suggested move, press the **C Button** to enter. If you don't, move the cursor by yourself to the place where you want to relocate the monster.



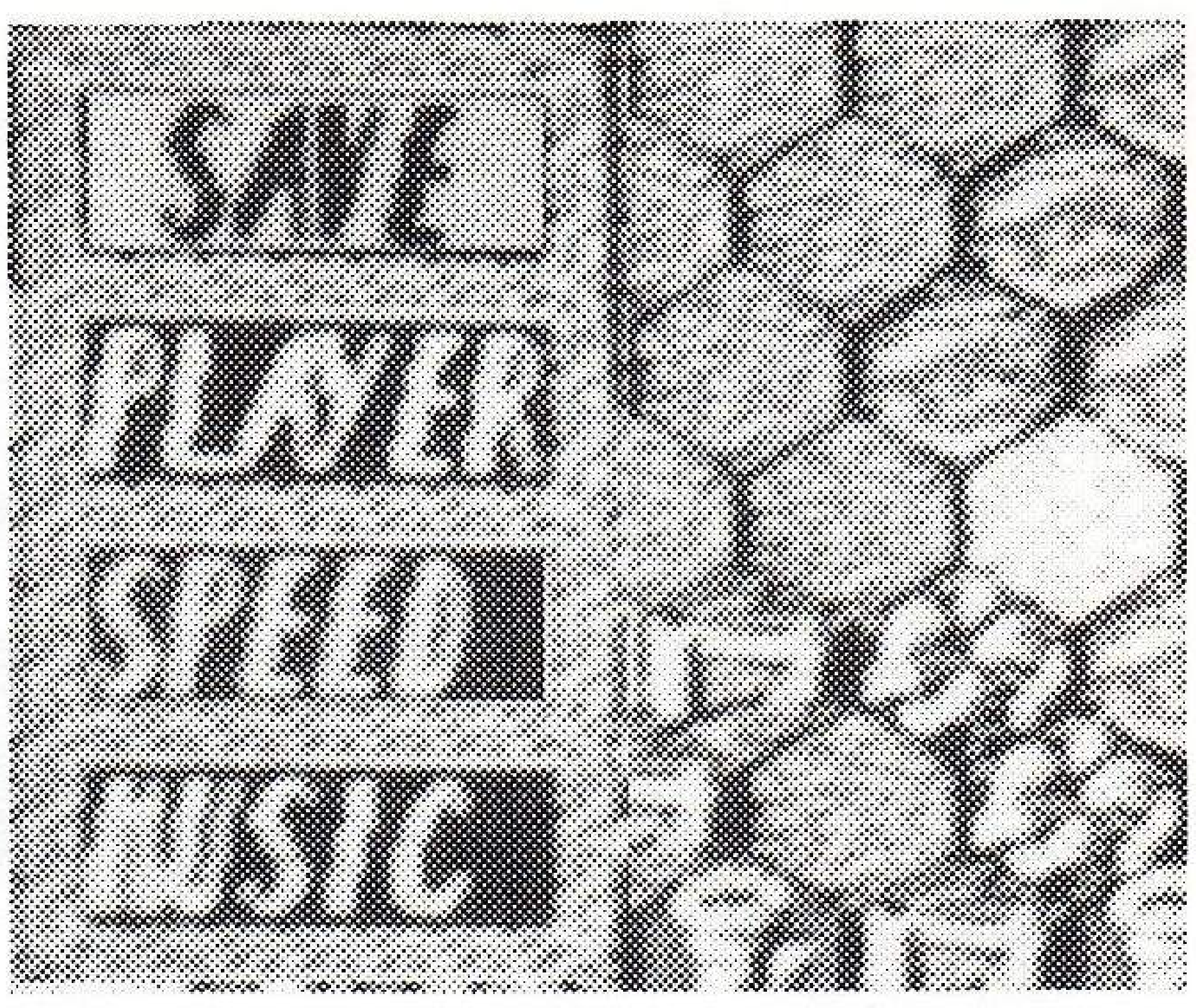


Set Up

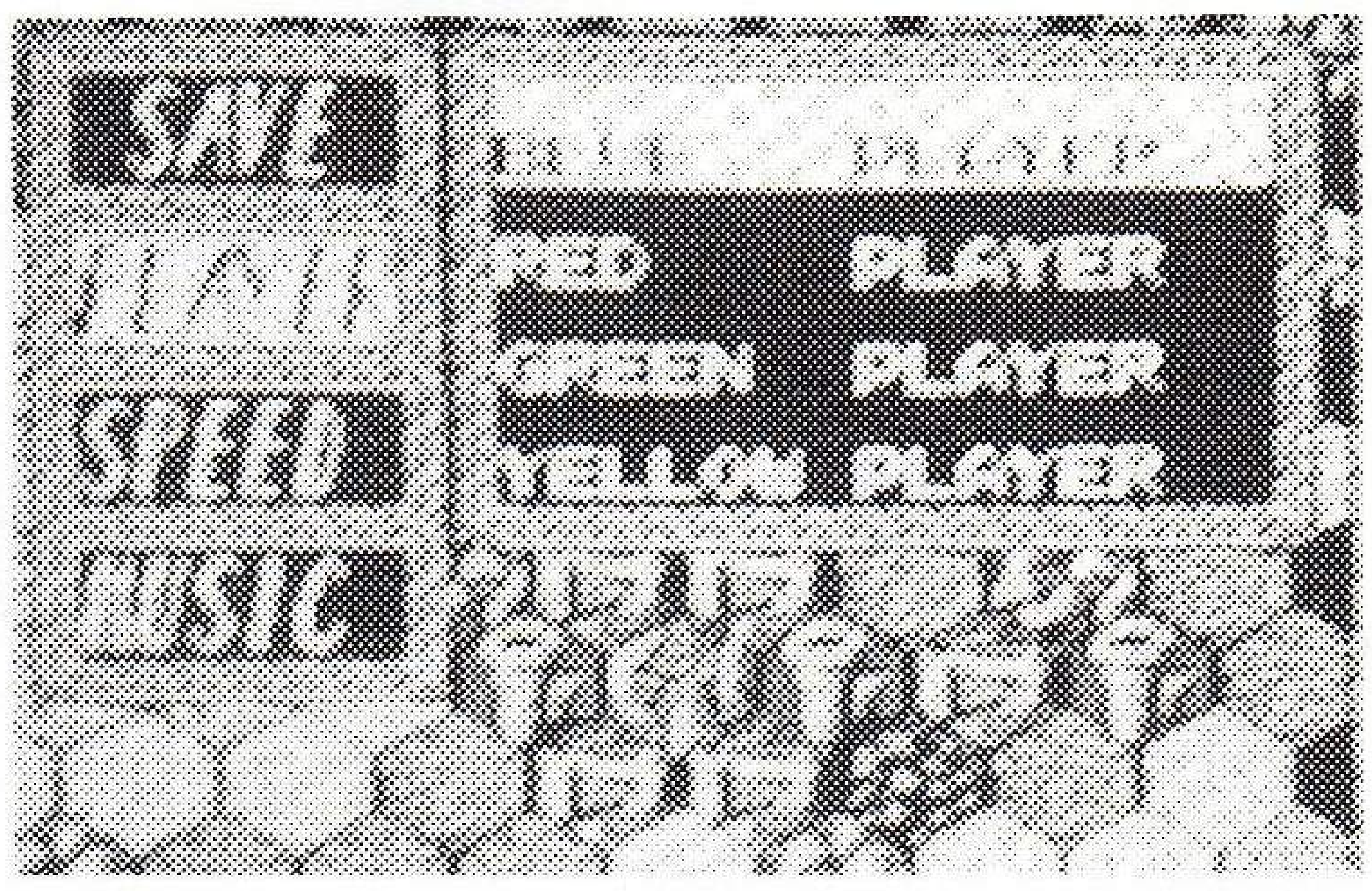

SUMMON
TABLE
CALL
HELP
MAGIC
SET UP
FORCE
END
BLUE
RED
GREEN
YELLOW

The Set Up command opens the sub-menu of options for the following four settings.

- **Save:**
  Enables you to save the game so you can resume it later.

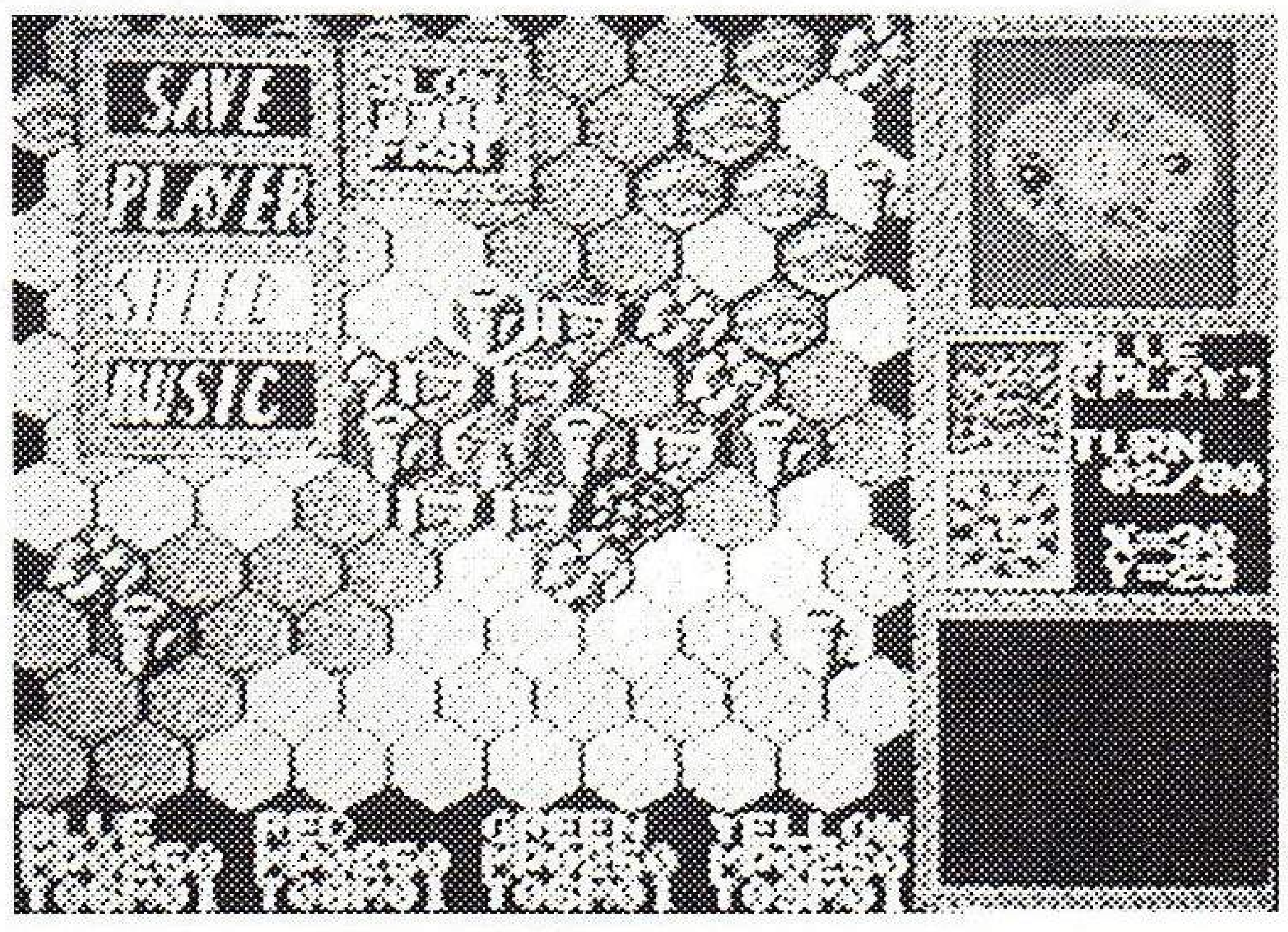

SAVE
PLAYER
SPEED
MUSIC

- **Player:** Enables you to change the method of control over each master, either by computer or by player (not available in the campaign mode).

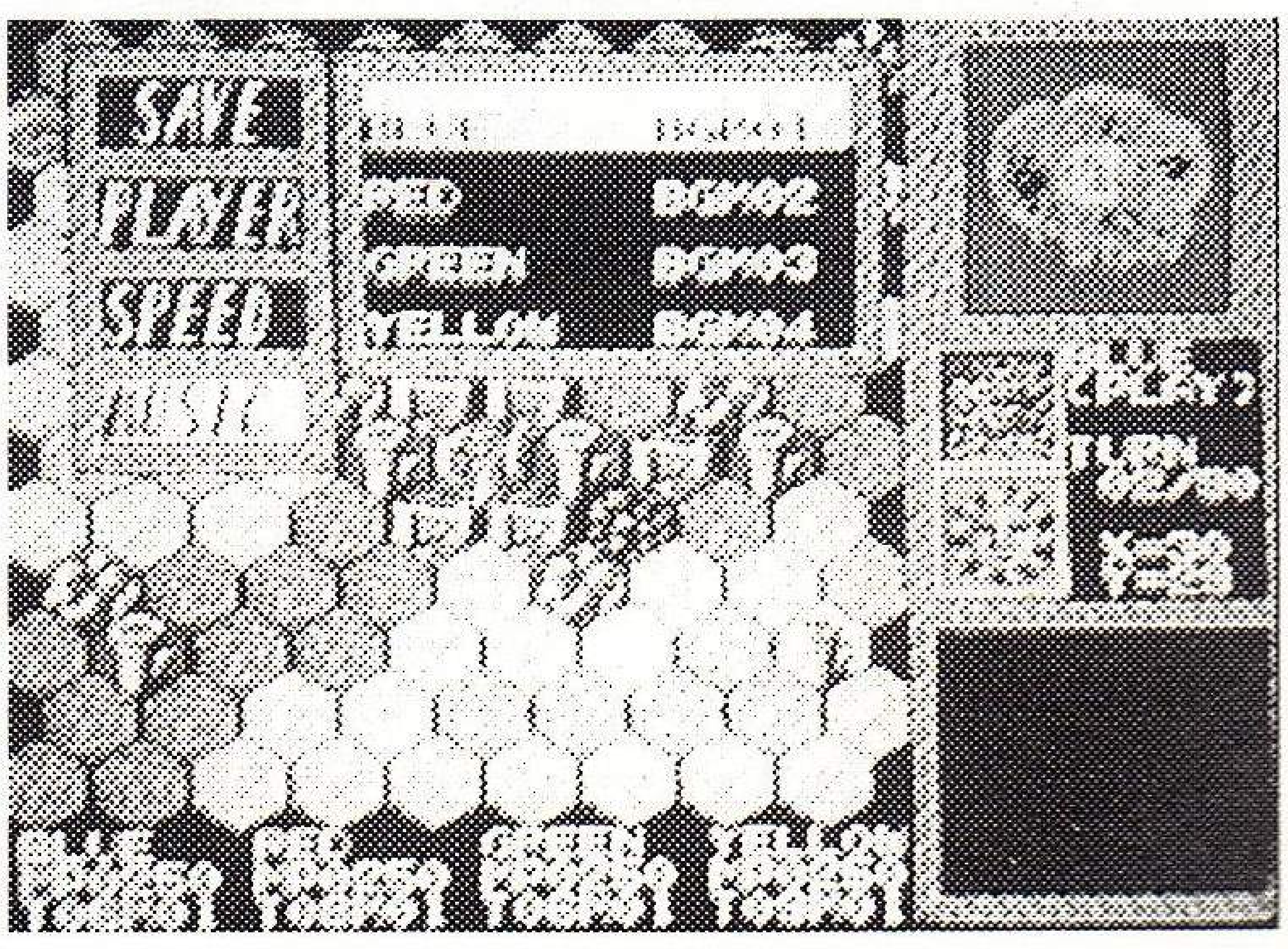

SAVE
PLAYER
SPEED
MUSIC

BLUE PLAYER
RED PLAYER
GREEN PLAYER
YELLOW PLAYER

- **Speed:** Enables you to set any of three different speed levels — Slow, Real, or Fast — for the animated pictures of monster battles.


SAVE
PLAYER
SPEED
MUSIC
SLOW
REAL
FAST
BLUE
RED
GREEN
YELLOW

- **Music:** Enables you to select your favorite BGM for your kingdom's theme music among six BGMs available for yourself and the five masters.


SAVE
PLAYER
SPEED
MUSIC

BLUE BGM01
RED BGM02
GREEN BGM03
YELLOW BGM04

- **End:** Select the "End" command after you finish making all actions including SUMMON, MOVE, FORCE and MAGIC. The game will then advance to the next color, and when the turn is complete, a new turn will begin.

List of Basic Magic

The following types of basic magic can be used by any of the five masters. Since each is available only once during each turn, however, please use them carefully.

- **Heal all** (MP used: 40): Works on all ally monsters, and increases the monsters' HP by one to ten times (not exceeding its normal maximum).
- **Heal** (MP used: 10): Works on only one ally monster, and increases the monster's HP to some extent (not exceeding its normal maximum).
- **Sleep** (MP used: 20): Works on only one enemy monster, and makes the monster sleep for a period of one turn.
- **Awaken** (MP used: 30): Works on only one ally monster, and wakes up a monster which was put to sleep.
- **Warp** (MP used: 30): Works on only one ally monster, and transports the monster among your towers.

List of Basic Magic, continued

- **Again** (MP used: 30): Works on only one ally monster, and reactivates a monster whose action had been ended, for that turn.
- **Meteor** (MP used: 60): Works on any monster, ally or enemy, and causes comets to fall in hexes around the master and reduce the HP of monsters which are hit by them.
- **Stream** (MP used: 80): Works on any monster, ally or enemy, and reduces the HP of any monster which is in a hex next to the designated hex.
- **Mind** (MP used: 30): Works on any monster, ally or enemy, and reduces the HP of the monster by attacking its mental willpower.

List of Special Magic by Monster

Warlock

- **Shield** (MP used: 20): Works for only one ally monster and increases the defense rating when attacked by an enemy monster.
- **Storm** (MP used: 30): Works for any monster from any hex next to a designated hex, to a random point 10 hexes away.

Sorcerer

- **Quick** (MP used: 20): Works for only one ally monster and adds one to the attack numbers of the monster.
- **Refresh** (MP used: 40): Works for only one ally monster and fully recovers HP of the monster.

Wizard

- **Stone** (MP used: 30): Works for only one enemy monster and renders the monster motionless for the turn.
- **Fast** (MP used: 50): Works for only one ally monster and increases the mobility of the monster.

Necromancer

- **Reverse** (MP used: 40): Causes the time flow to be reversed during game play.
- **Confuse** (MP used: 70): Works for one enemy monster, and enables you to control any monster which is at level 1, as your own, during your turn.

Summoner

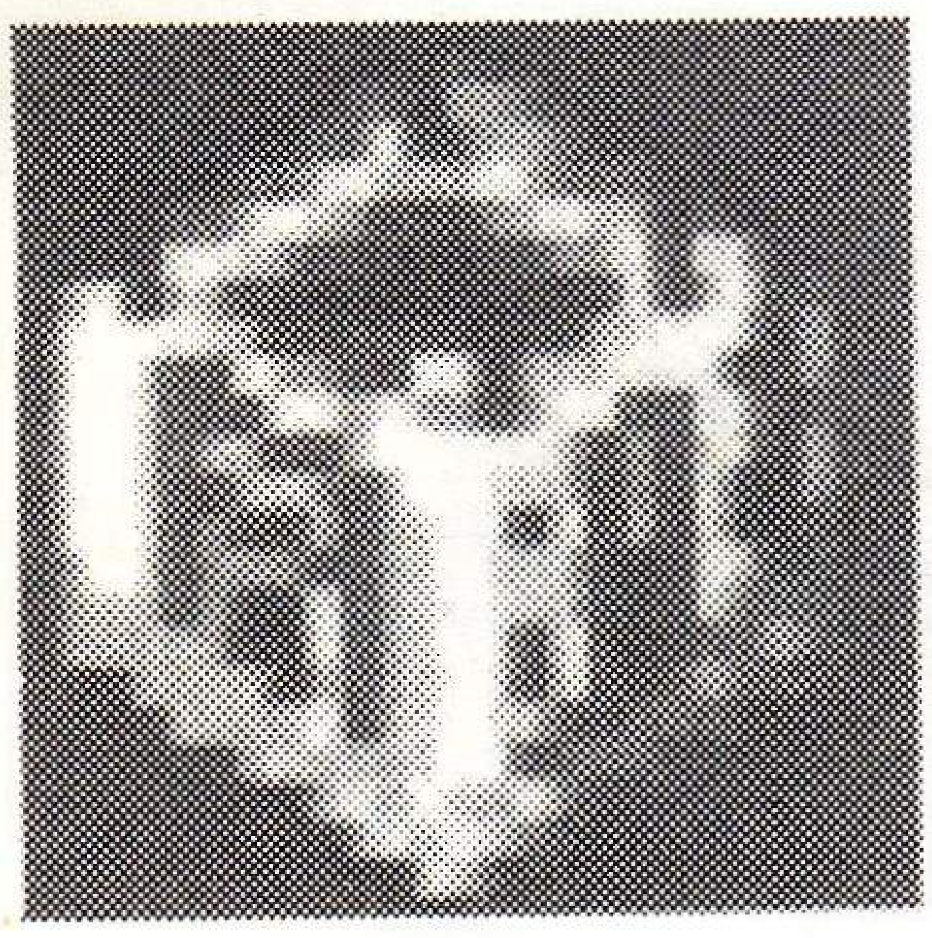
- **Sonic boom** (MP used: 30): Works for any monster, ally or enemy, and reduces the HPs of monsters outside of castles, fortresses or towers by up to five points.
- **Tower heal** (MP used: 40): Works for all ally monsters, and increases the HP of monsters in towers by ten to twenty points (not exceeding their normal maximum).

Landscapes

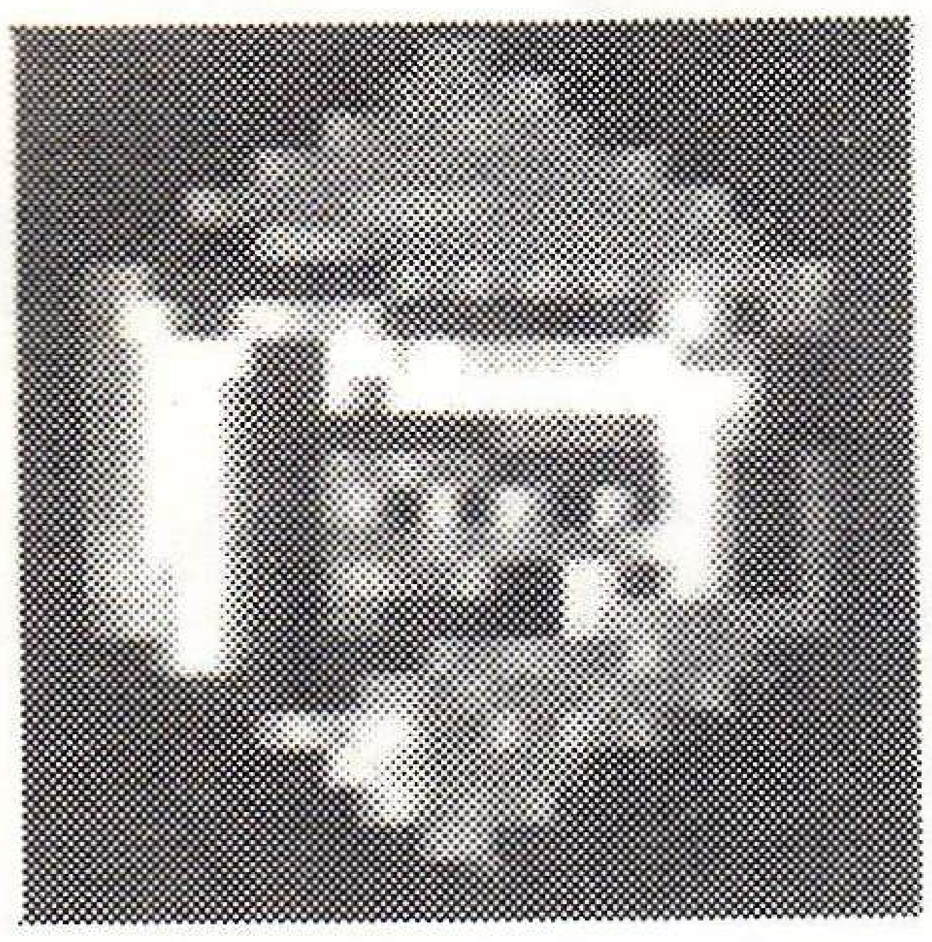
The map of "Master of Monsters" consists of thirteen different kinds of landscapes including castles, fortresses, towers, plains, forests, rivers, oceans, deserts, rocky tracts, mountains, volcanoes, swamps and tundra. The characteristics of each landscape affect the mobility and defense capabilities of each monster. The moving distance of each monster depends on its own characteristics and those of the landscape.

Buildings

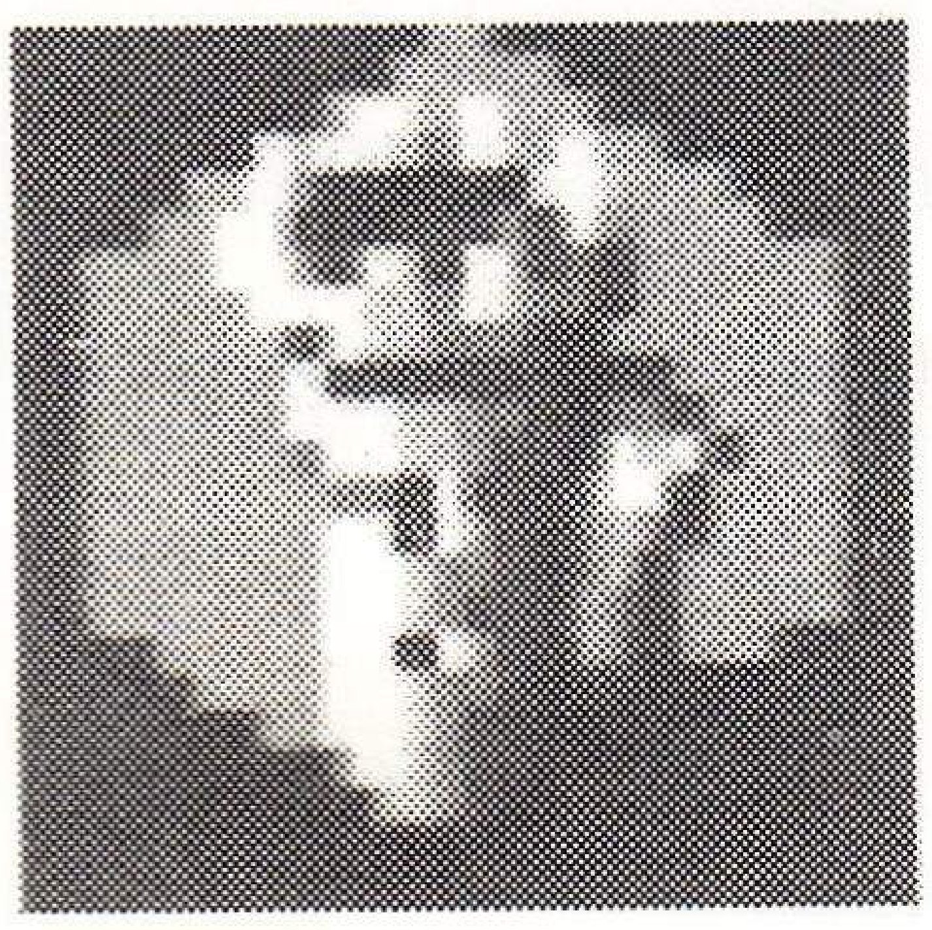
Each building is identified by a color representing each master such as blue, red, green or yellow. A building which does not belong to any kingdom is shown in a neutral color (light blue).



Castle: There is a castle in each kingdom where each master rules. It has high defense capabilities against all kinds of attack.

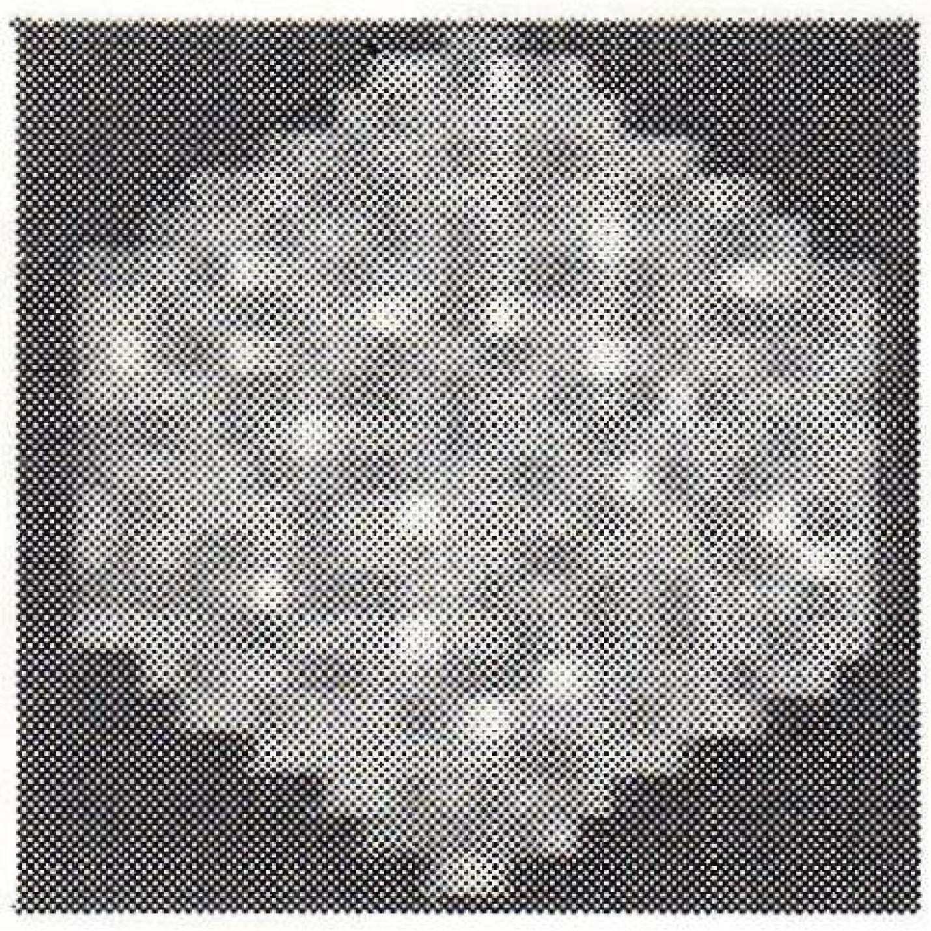


Fortress: Fortresses are built adjacent to a castle and have defense capabilities as high as the castle's. Masters can move only among their castle, fortresses and towers.

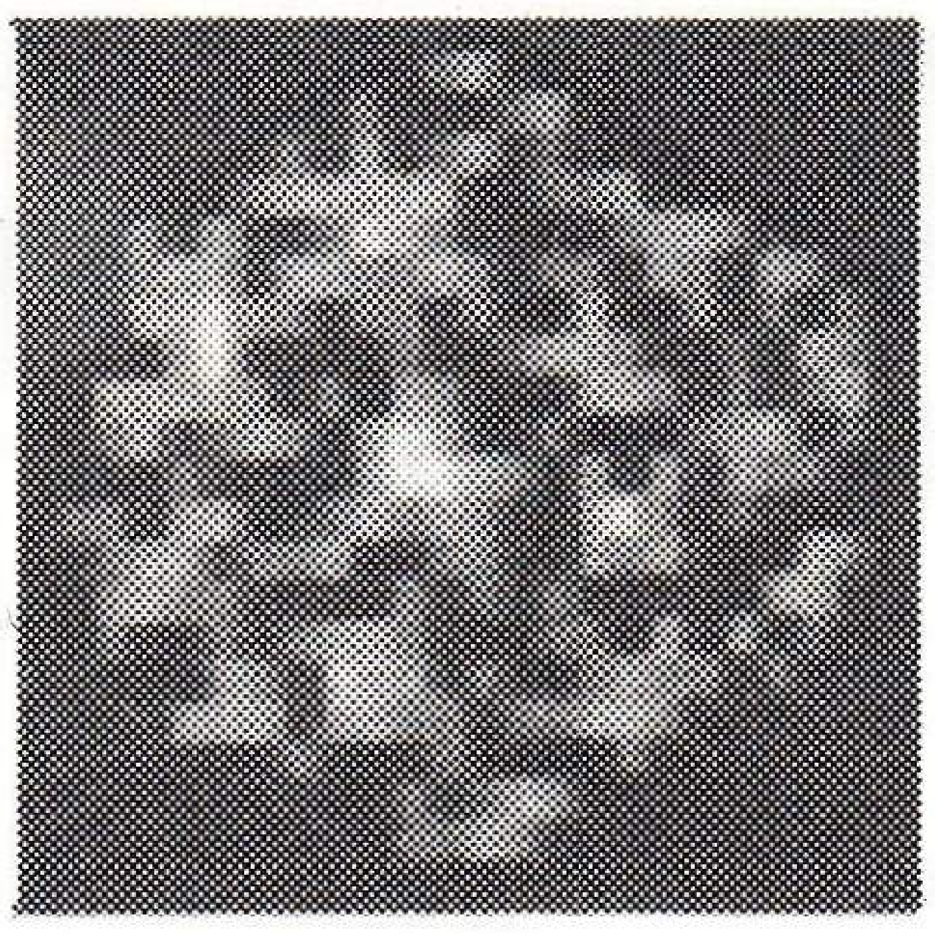


Tower: When a monster occupies a tower, the tower will turn to the color the monster. The monster increases its HP (Physical Power) a little at the beginning of any turn in which it is staying in a tower.

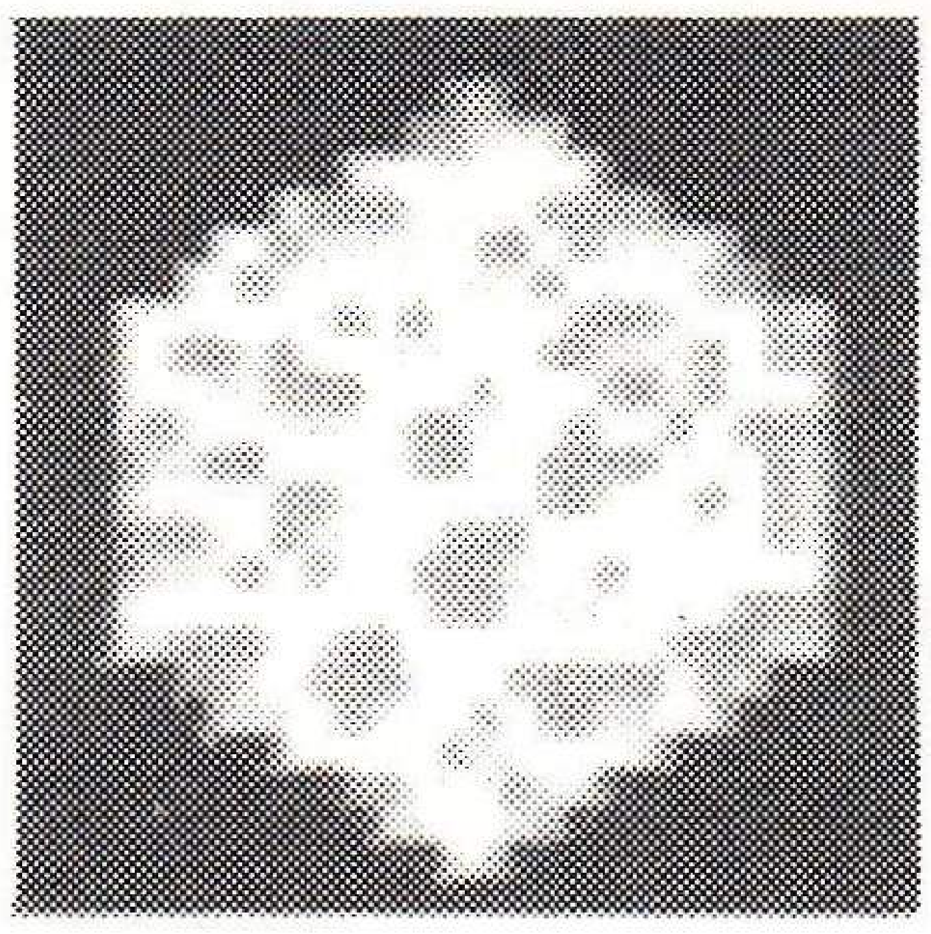
Terrain



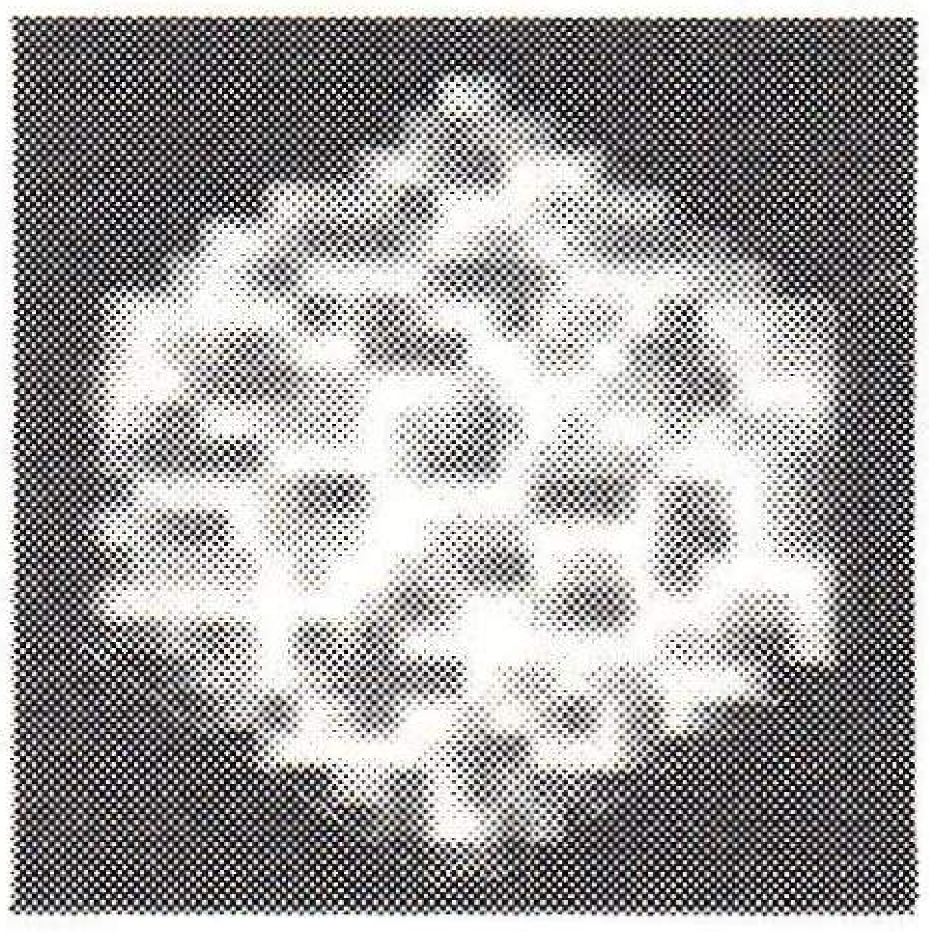
Plain: Monsters, except aquatic ones, can move with ease in this landscape. However, because there are no obstacles, the monsters have very low defense capabilities.



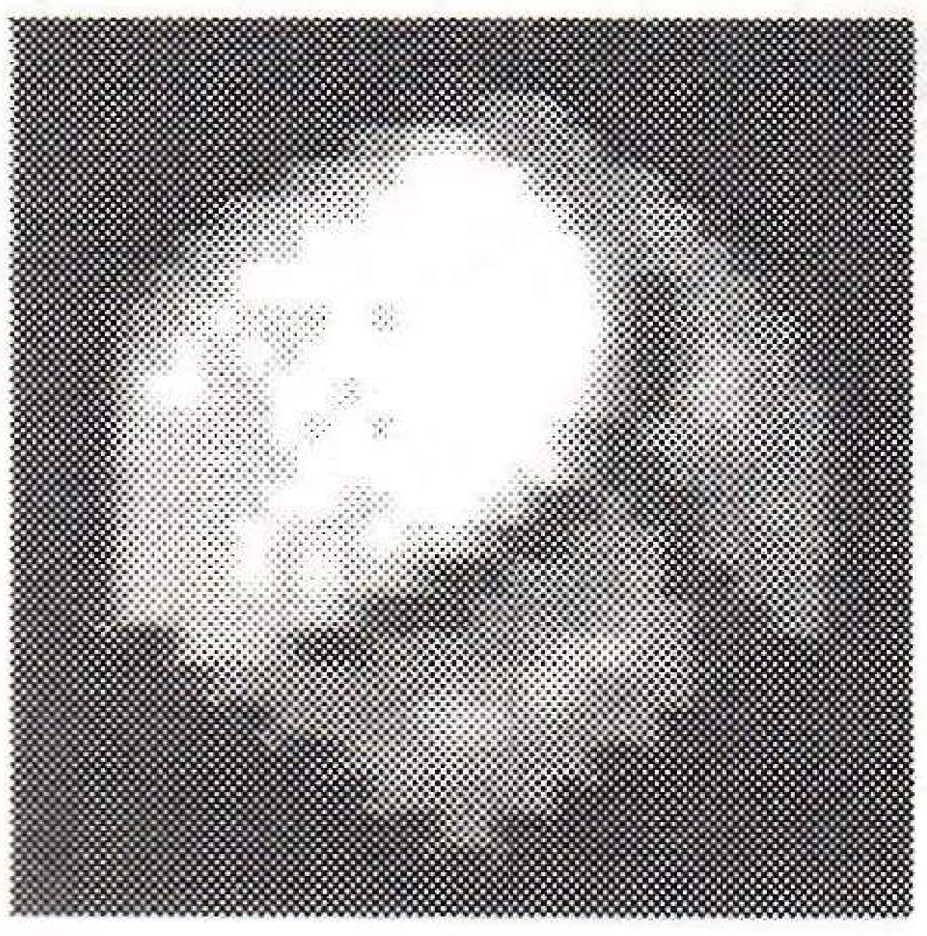
Forest: This landscape is difficult for monsters, except flying ones, to move in because of tall, densely grown trees. But, to their advantage, monsters have high defense capabilities in this landscape.



Rivers and fjords: Monsters, except aquatic ones, have to spend large amounts of energy to move in this landscape. Aquatic monsters have high defense capabilities, in this terrain.

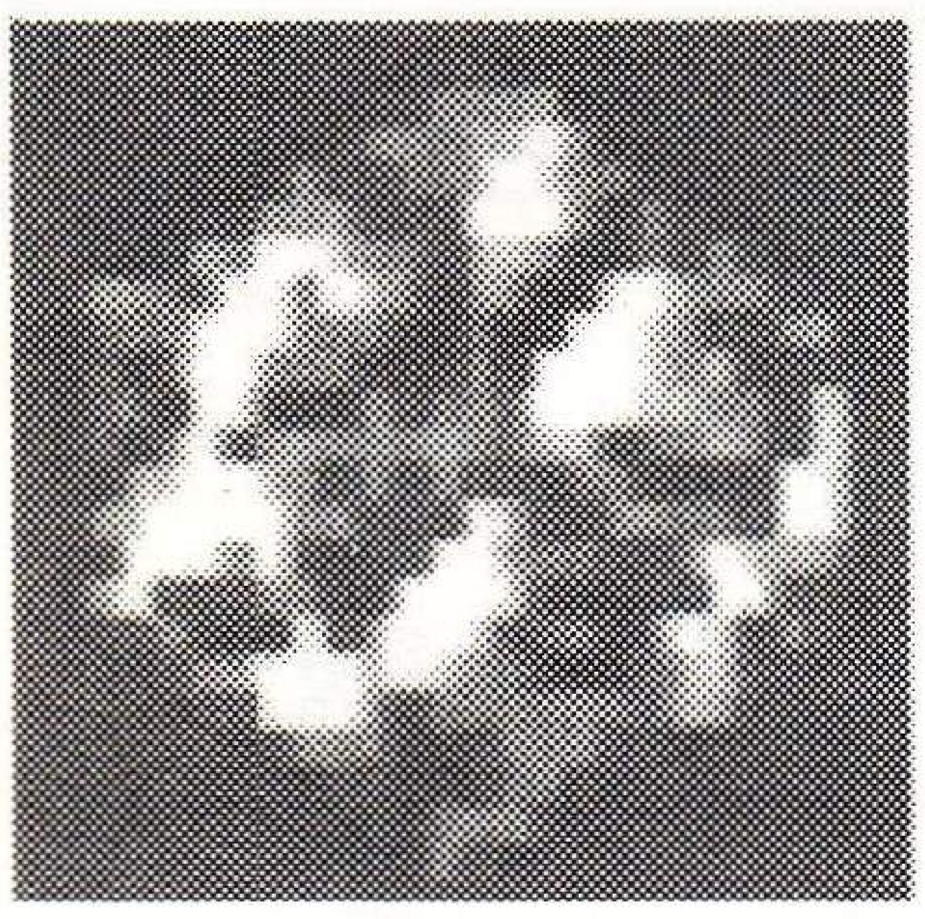


Ocean: Monsters which walk on land cannot move in this landscape. Aquatic monsters enjoy high mobility and defense capability, in this terrain.

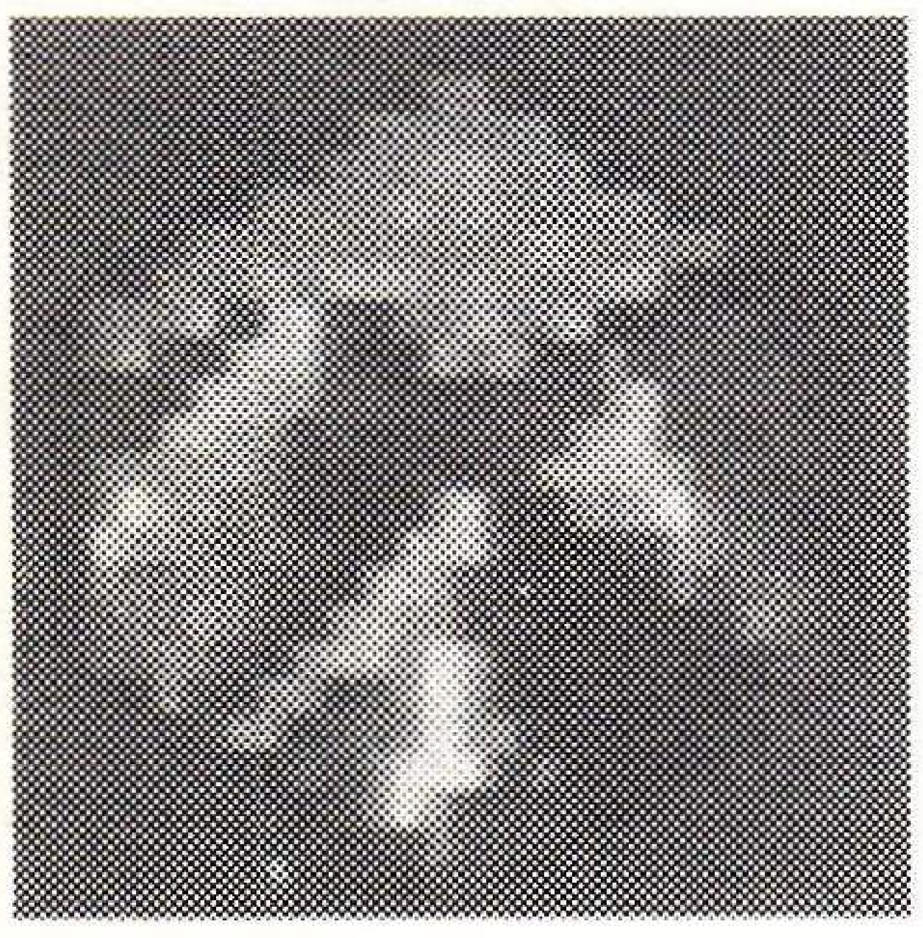


Desert: This landscape, with the heat of the sun, makes it difficult for monsters to move, except for reptilian monsters. Generally monsters have low defense capabilities in this terrain.

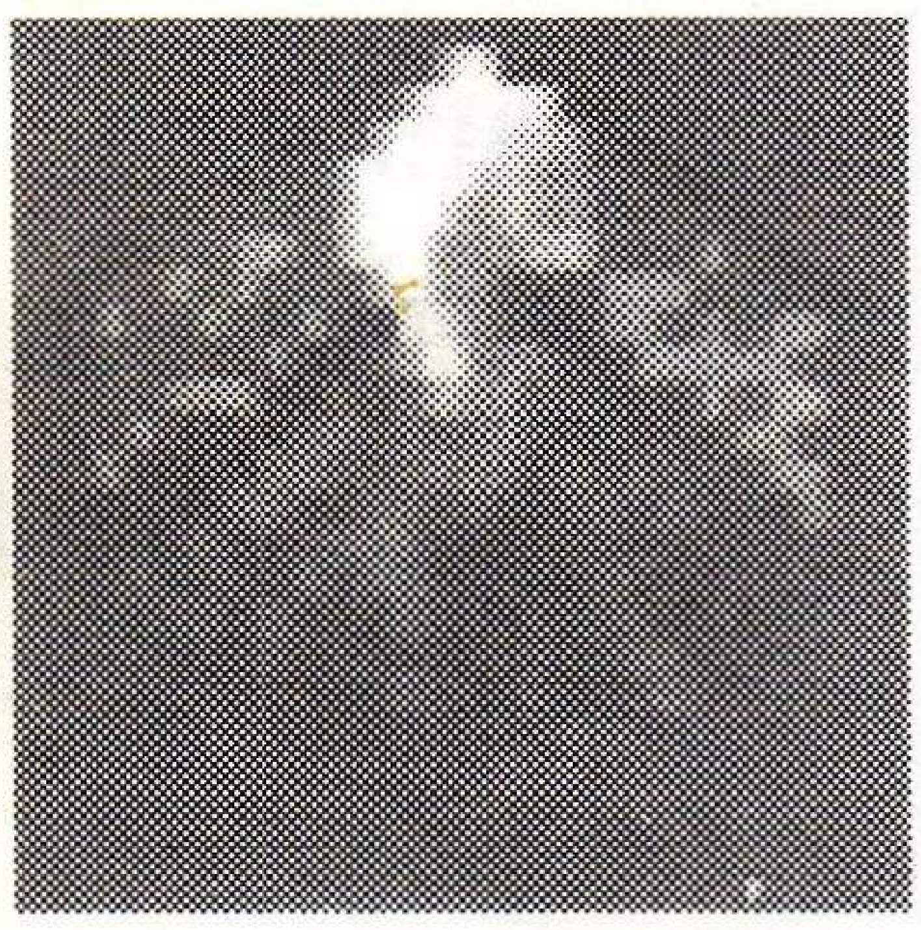
Terrain, continued



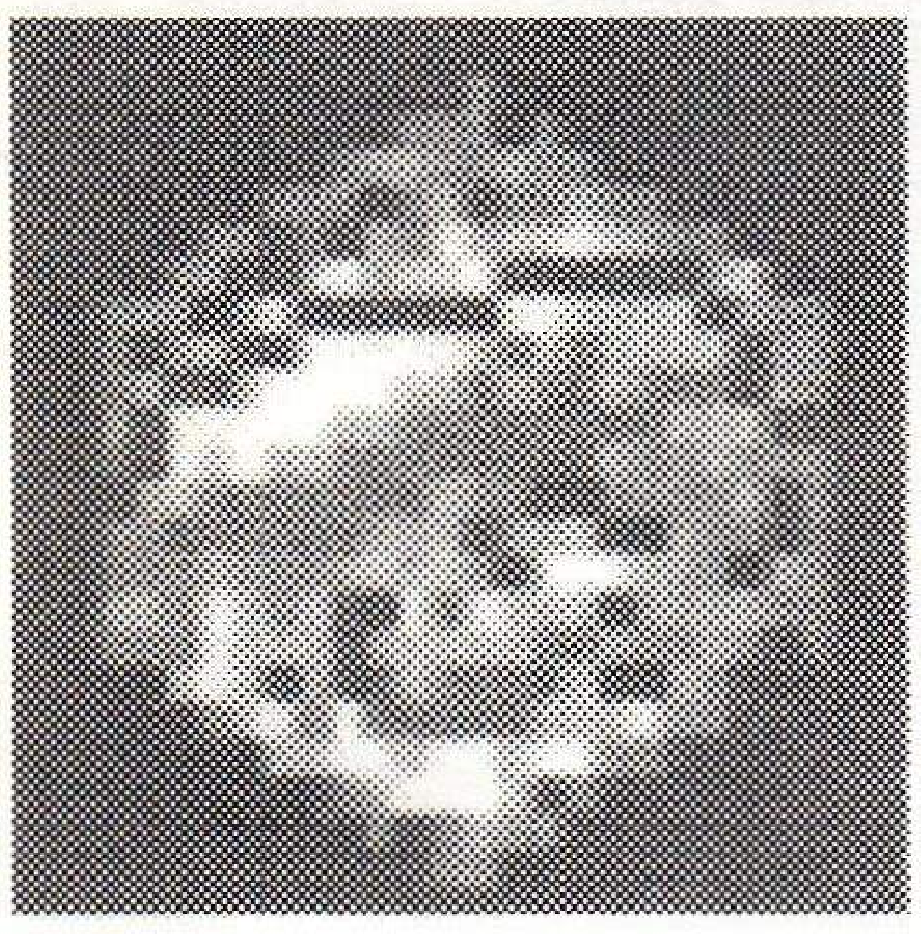
Rocky tracts: Big rocks lying around make it difficult for walking monsters to move while providing them with hiding places to give them high defense capabilities.



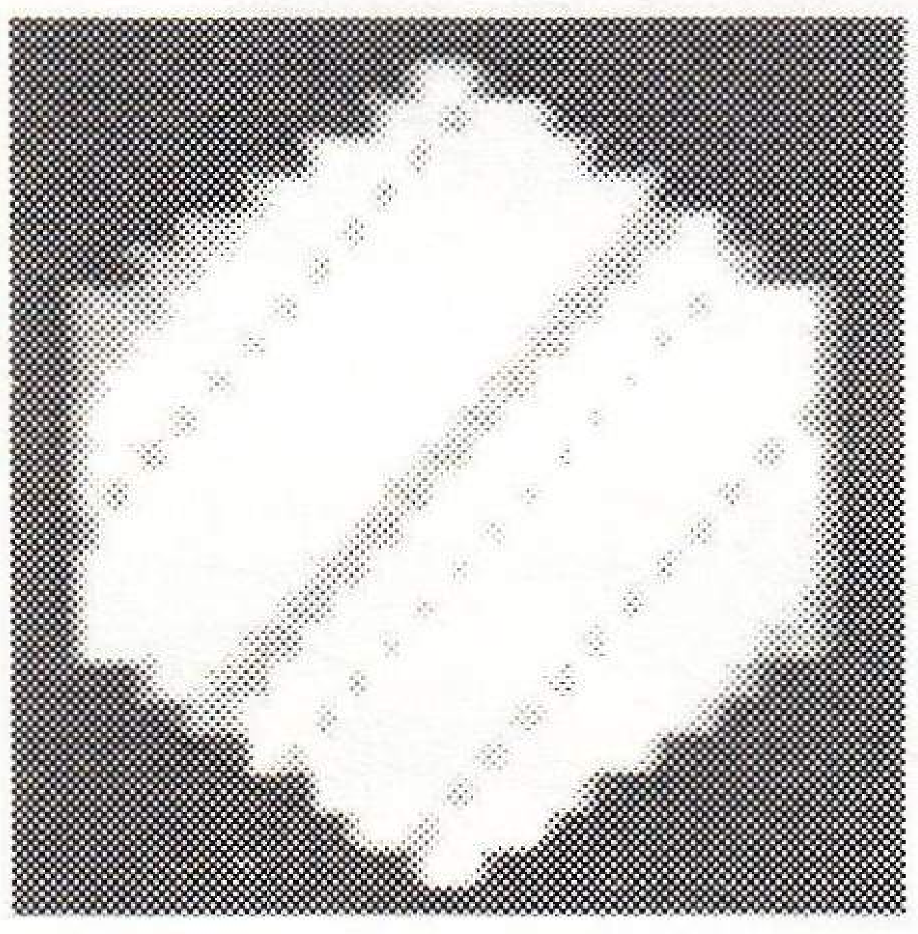
Mountains: Steep mountain ranges cause monsters to spend a lot of energy for moving, while providing high defense capabilities for giant or reptilian monsters.



Volcanoes: This landscape is an area of active volcanoes. Only flame-breathing monsters can move and have high defense capabilities in this terrain.



Swamp: This landscape is difficult for giant monsters because of poor footing, but it provides aquatic monsters with high defense capabilities.



Tundra: In this landscape, where the flat land is covered with ice, ice-breathing monsters can take advantage of high offensive capabilities, while others suffer in this terrain.

Defense Ratings

The following chart shows monsters' defense rates by the type of landscape. With this chart you can find in which landscape a monster will have a high defense rate.

Part 1

	Castle	Tower	Fortress	Plain	Forest	River	Ocean
Master	60%	40%	40%	—	—	—	—
High Sky	30%	30%	30%	30%	30%	30%	30%
Sky	30%	30%	30%	30%	30%	30%	30%
Fiery Sky	30%	30%	30%	30%	30%	30%	30%
Low Sky	40%	40%	40%	30%	40%	30%	30%
Big Ocean	30%	30%	30%	25%	30%	30%	80%
Small Ocean	30%	30%	30%	25%	25%	80%	60%

	Desert	Rocky Tracts	Mountain	Volcanoes	Swamp	Tundra
Master	—	—	—	—	—	—
High Sky	30%	30%	30%	60%	30%	30%
Sky	30%	30%	30%	—	30%	30%
Fiery Sky	30%	30%	30%	70%	30%	30%
Low Sky	30%	40%	40%	—	30%	40%
Big Ocean	25%	—	—	—	60%	30%
Small Ocean	25%	—	—	—	80%	30%

Note: Columns with "—" indicate that the hexes in the landscape marked are not passable.

Part 2

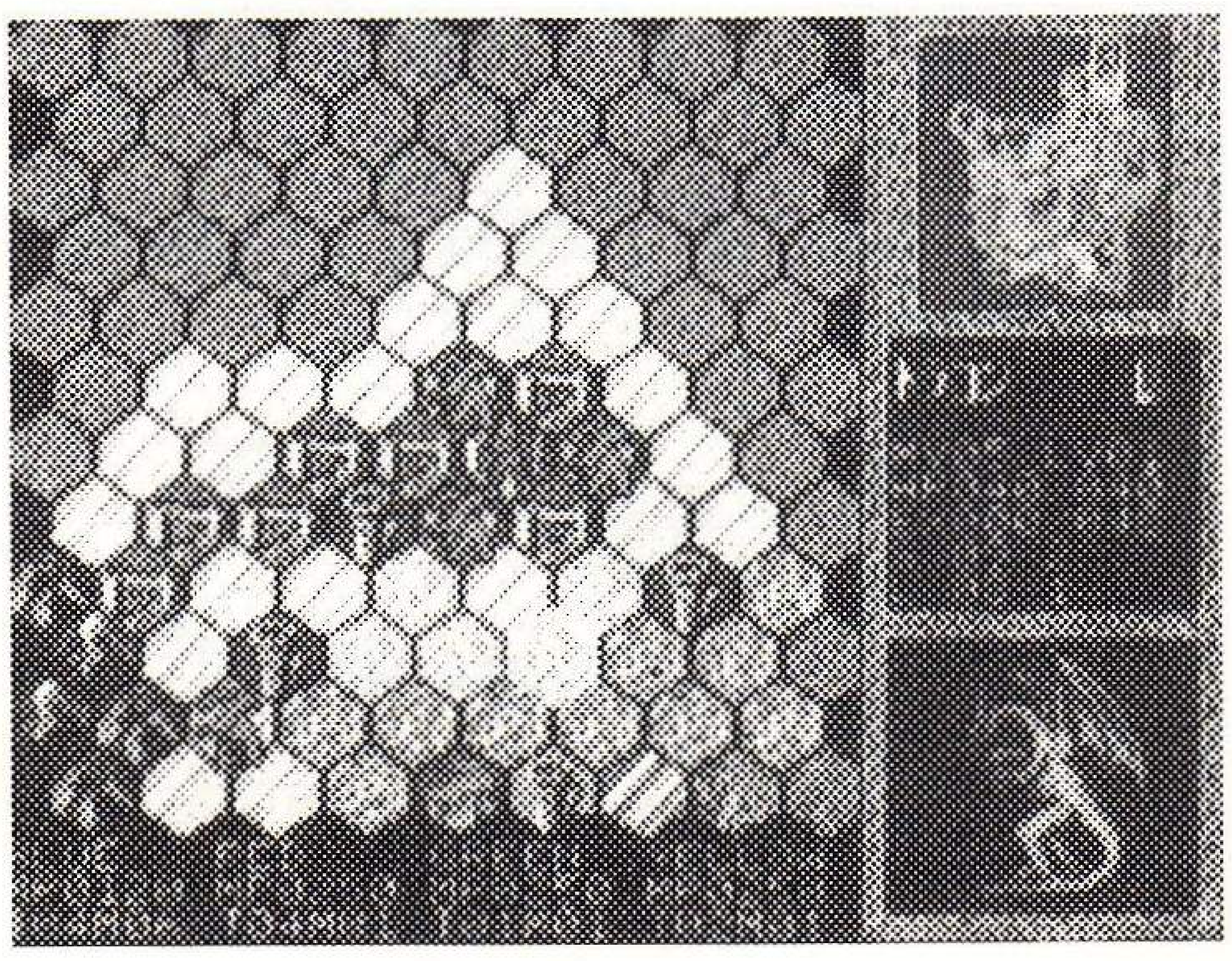
	Castle	Tower	Fortress	Plain	Forest	River	
Ocean							
Big Land	40%	40%	40%	20%	40%	—	—
Small Land	60%	60%	60%	40%	60%	20%	—
Fiery Land	40%	40%	30%	30%	50%	20%	—
Dune	60%	60%	60%	60%	40%	60%	—
Big Tundra	40%	40%	40%	20%	40%	—	—
Small Tundra	30%	30%	30%	25%	25%	80%	60%

	Desert	Rocky Tracts	Mountain	Volcanoes	Swamp	Tundra
Big Land	30%	60%	60%	—	20%	20%
Small Land	30%	50%	50%	—	20%	20%
Fire Land	30%	40%	40%	70%	20%	20%
Dune	60%	60%	60%	—	40%	20%
Big Tundra	30%	60%	60%	—	20%	20%
Small Tundra	30%	40%	40%	20%	20%	70%

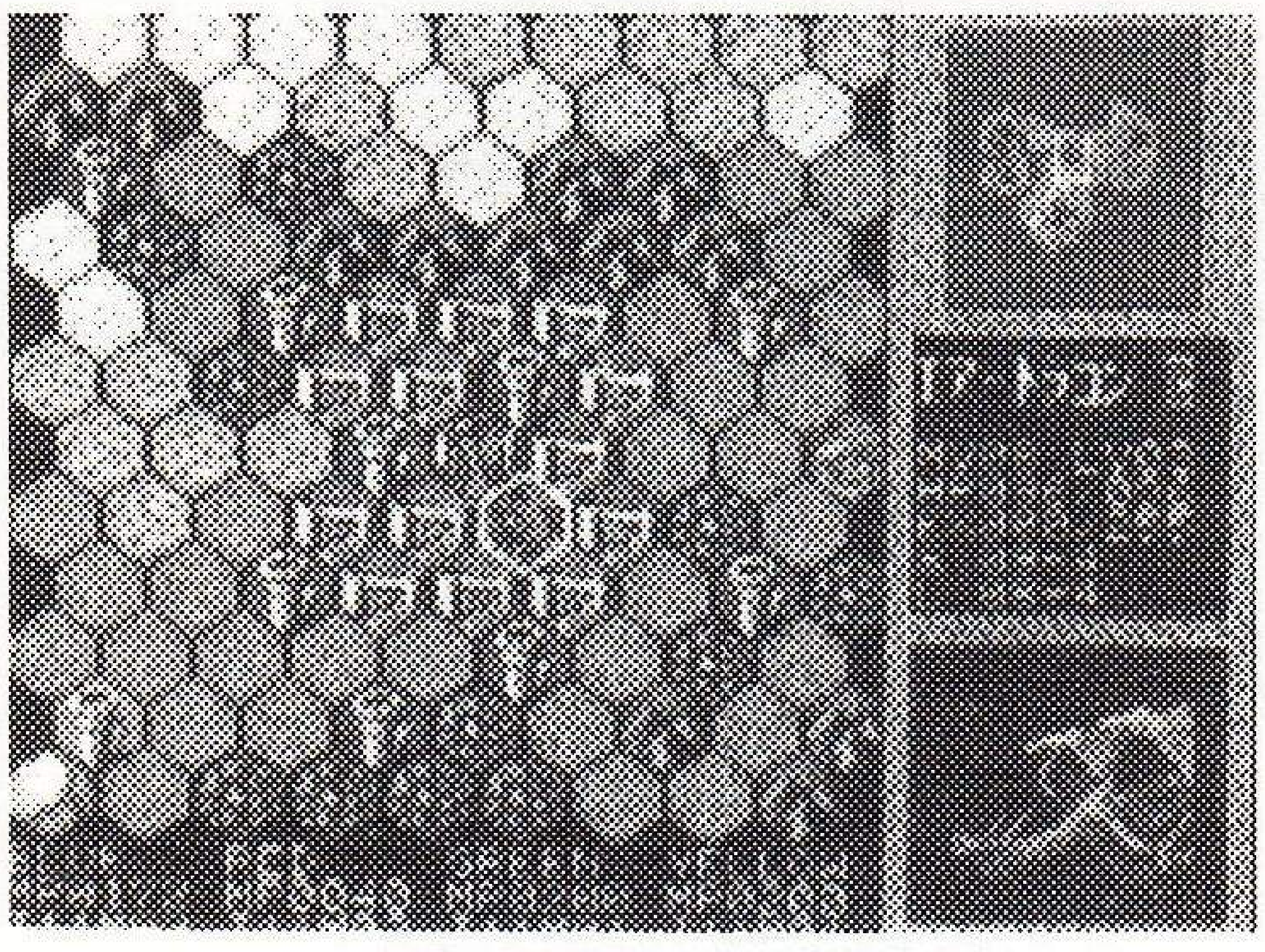
Note: Columns with "—" indicate that the hexes in the landscape marked are not passable.

Moving range

Moving range means the range in which each monster excels. Refer to the characteristics of monsters beginning from the next page for the moving range of each monster.



Game Characters

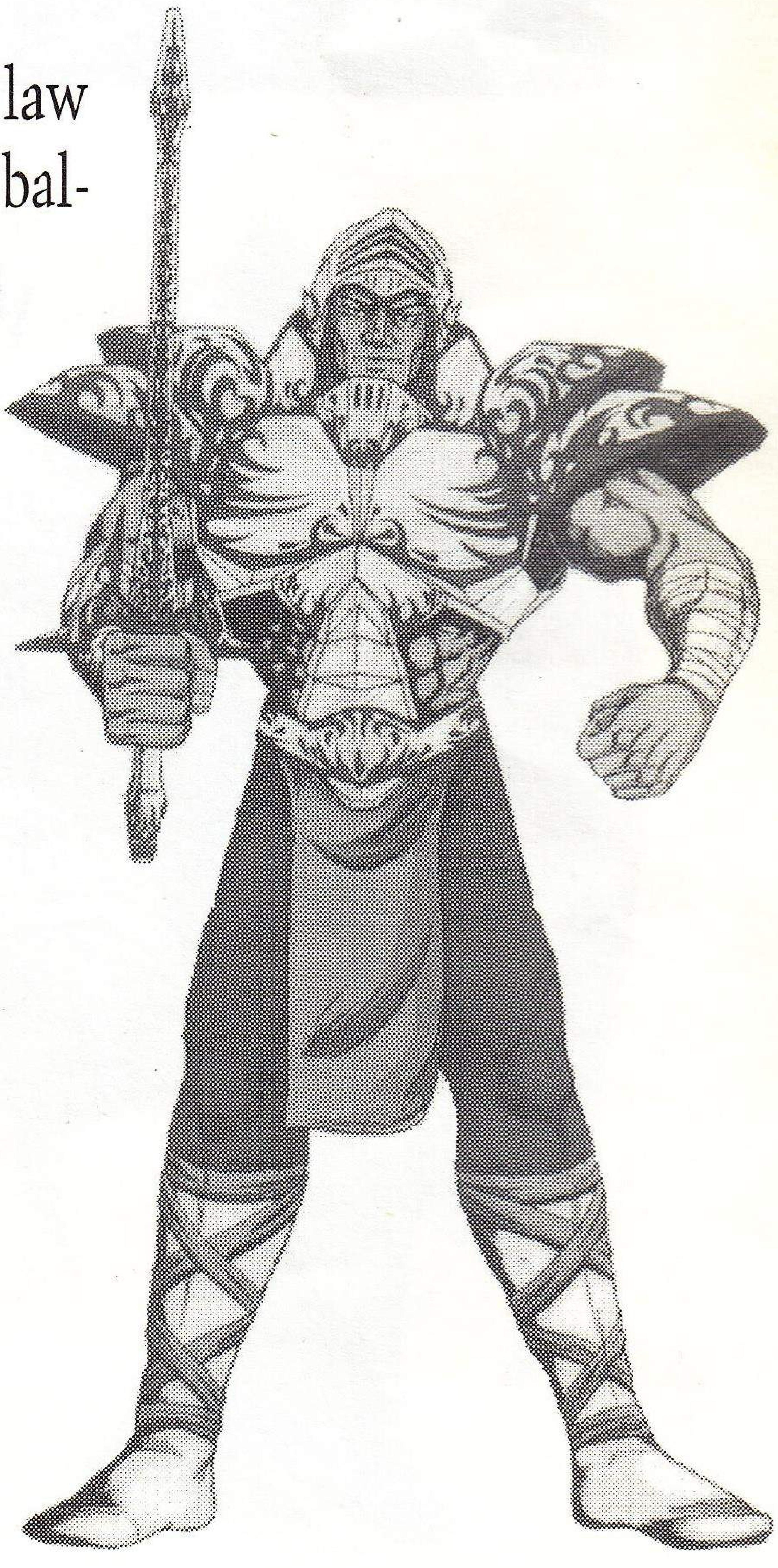


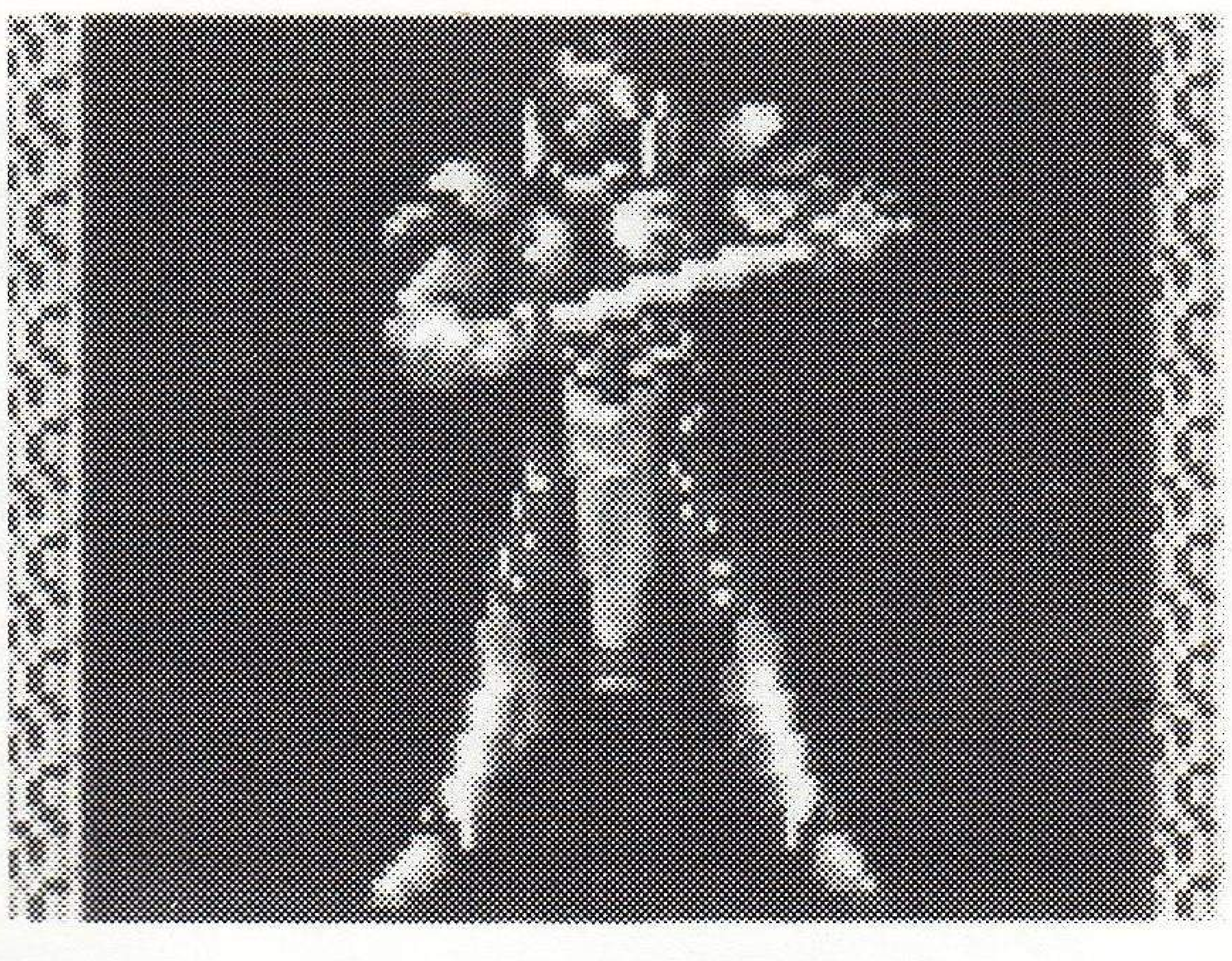
About 80 kinds of monsters appear in "Master of Monsters." Many of them are imaginary monsters which often appear in fantasy stories. The following introduces characteristics of the monsters.

Masters

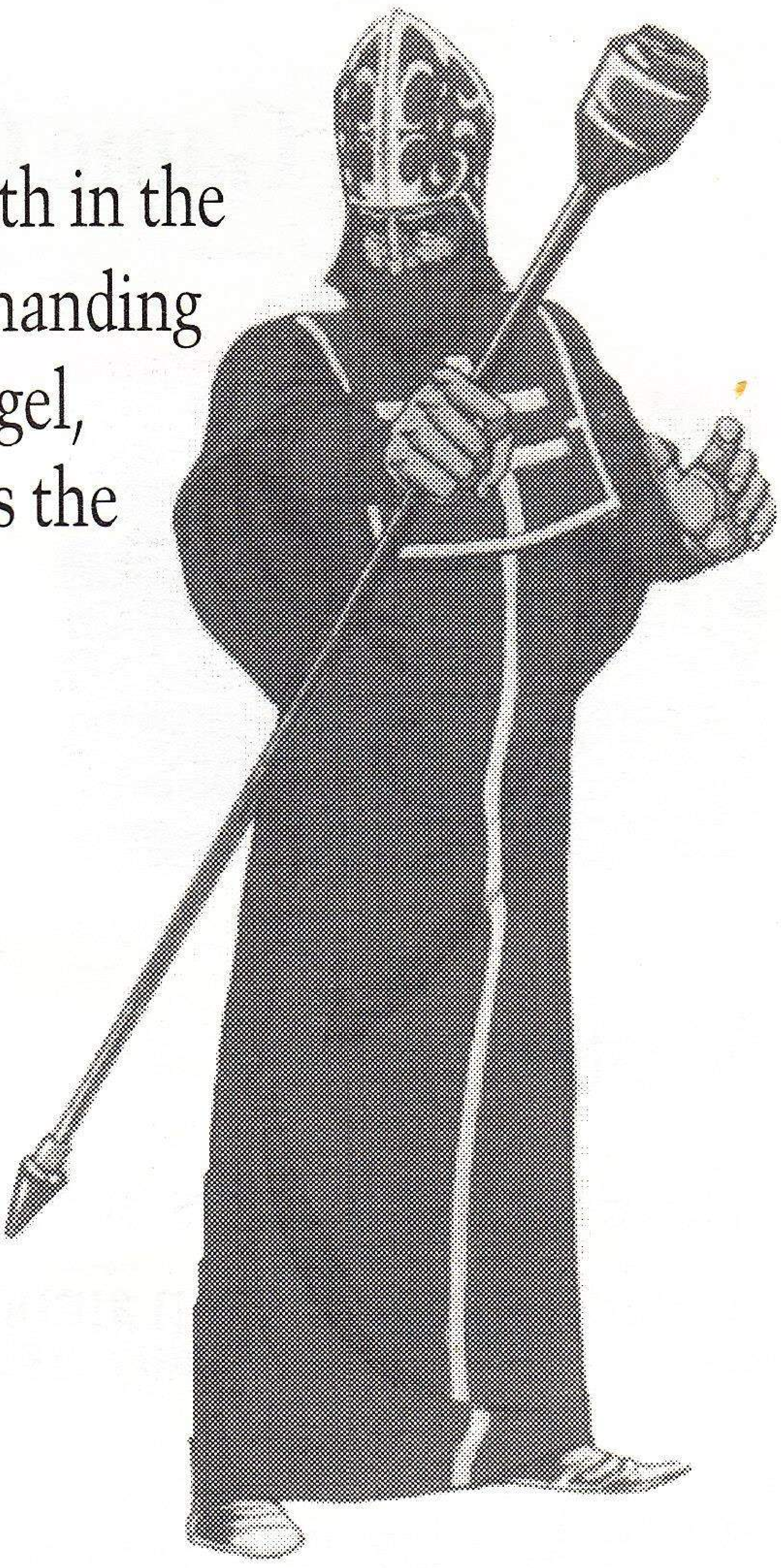
There are five masters (magicians) in this game. At the start, you are to select a master from among the five.

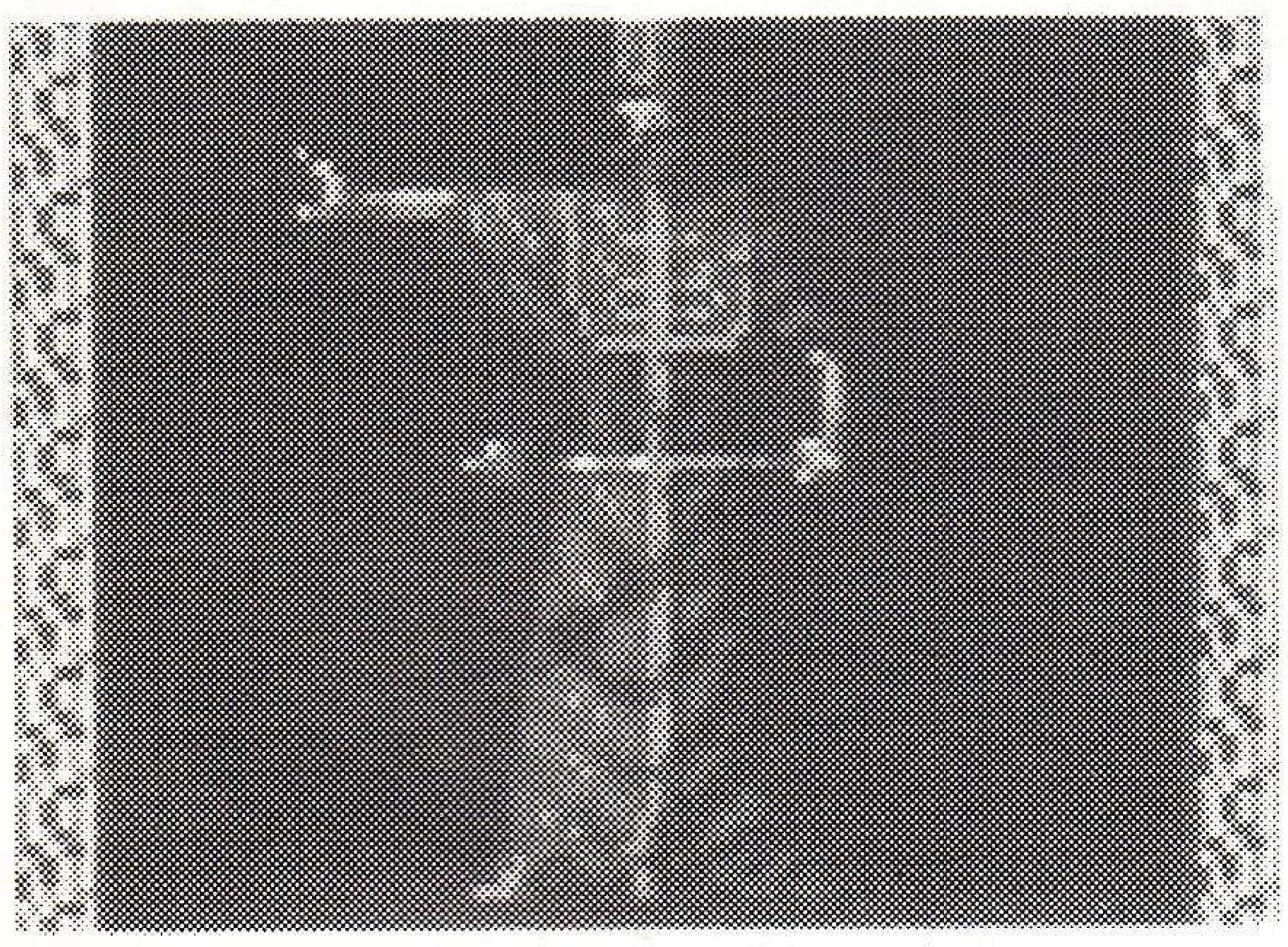
Warlock: A law master symbolizing law and order, and armed with the most balanced fighting capability of land, sea and sky. His guardian is the force of fire.

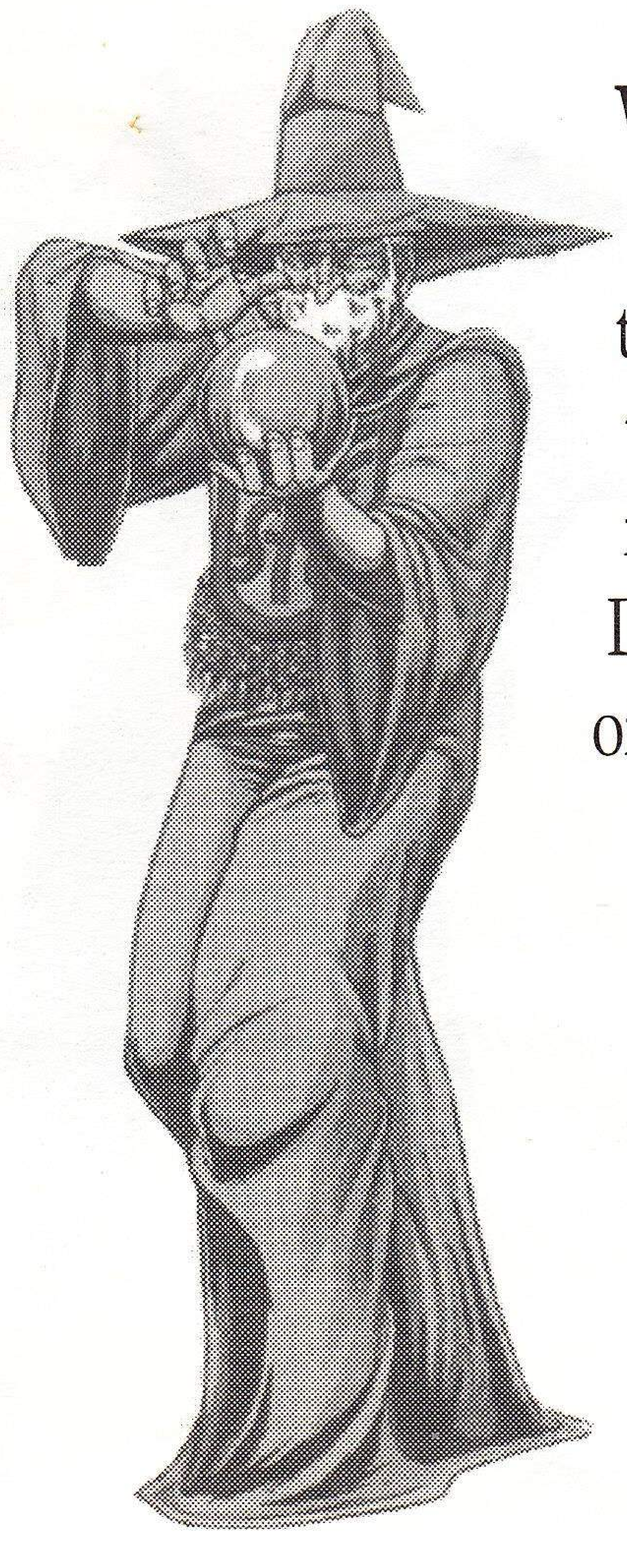




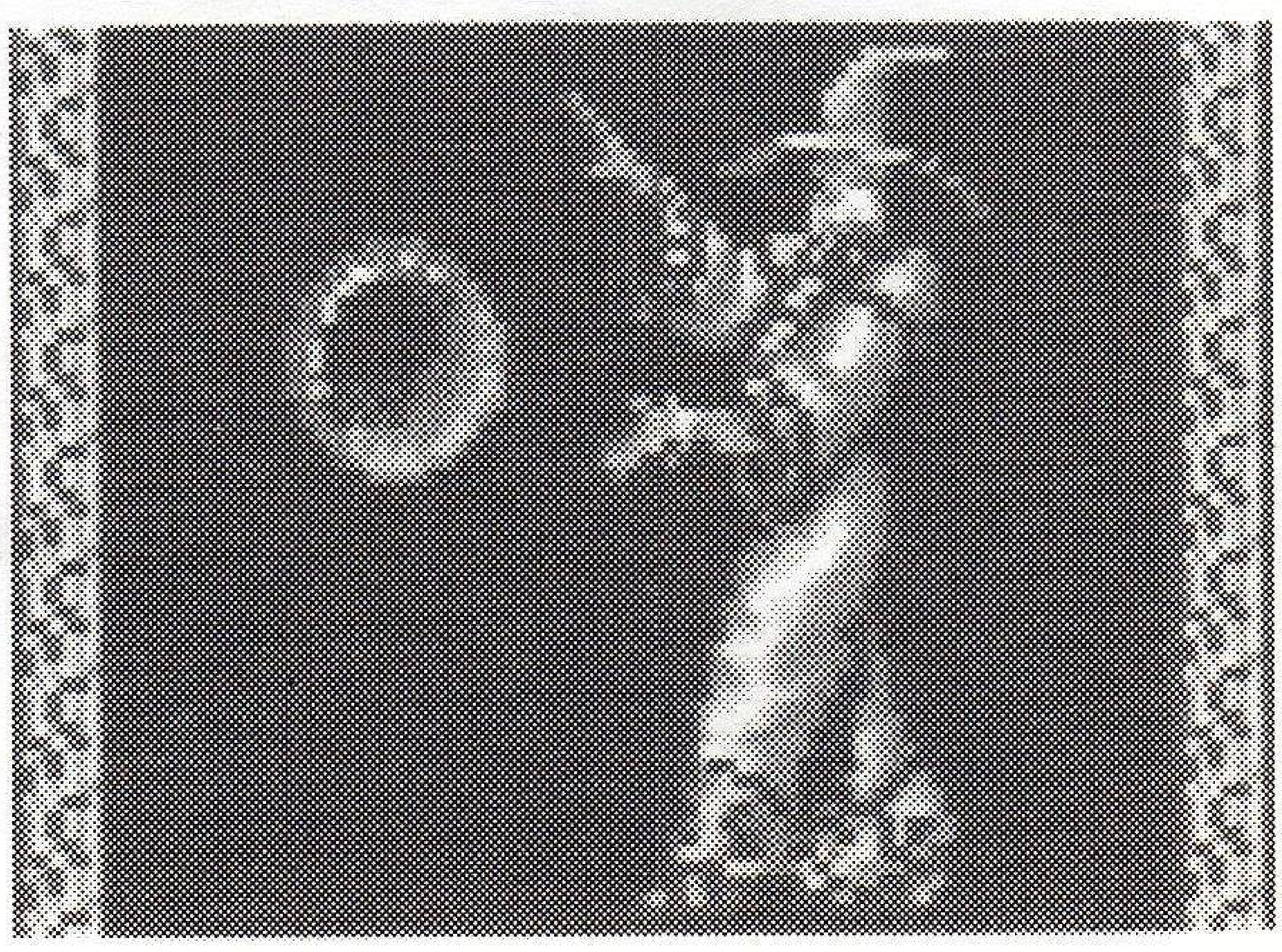
Sorcerer: A law master with strength in the magic of recovery, healing and commanding the forces of servants such as the Angel, Pegasus and Unicorn. His guardian is the force of air.

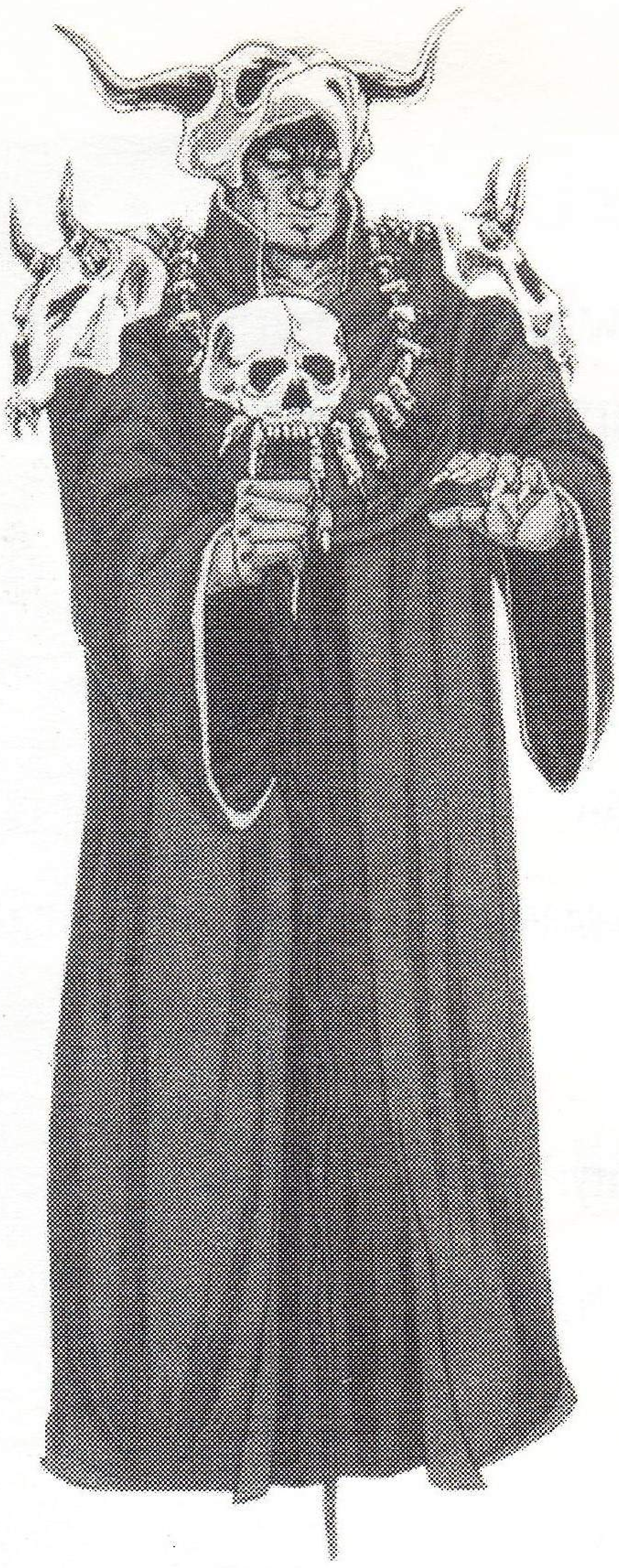




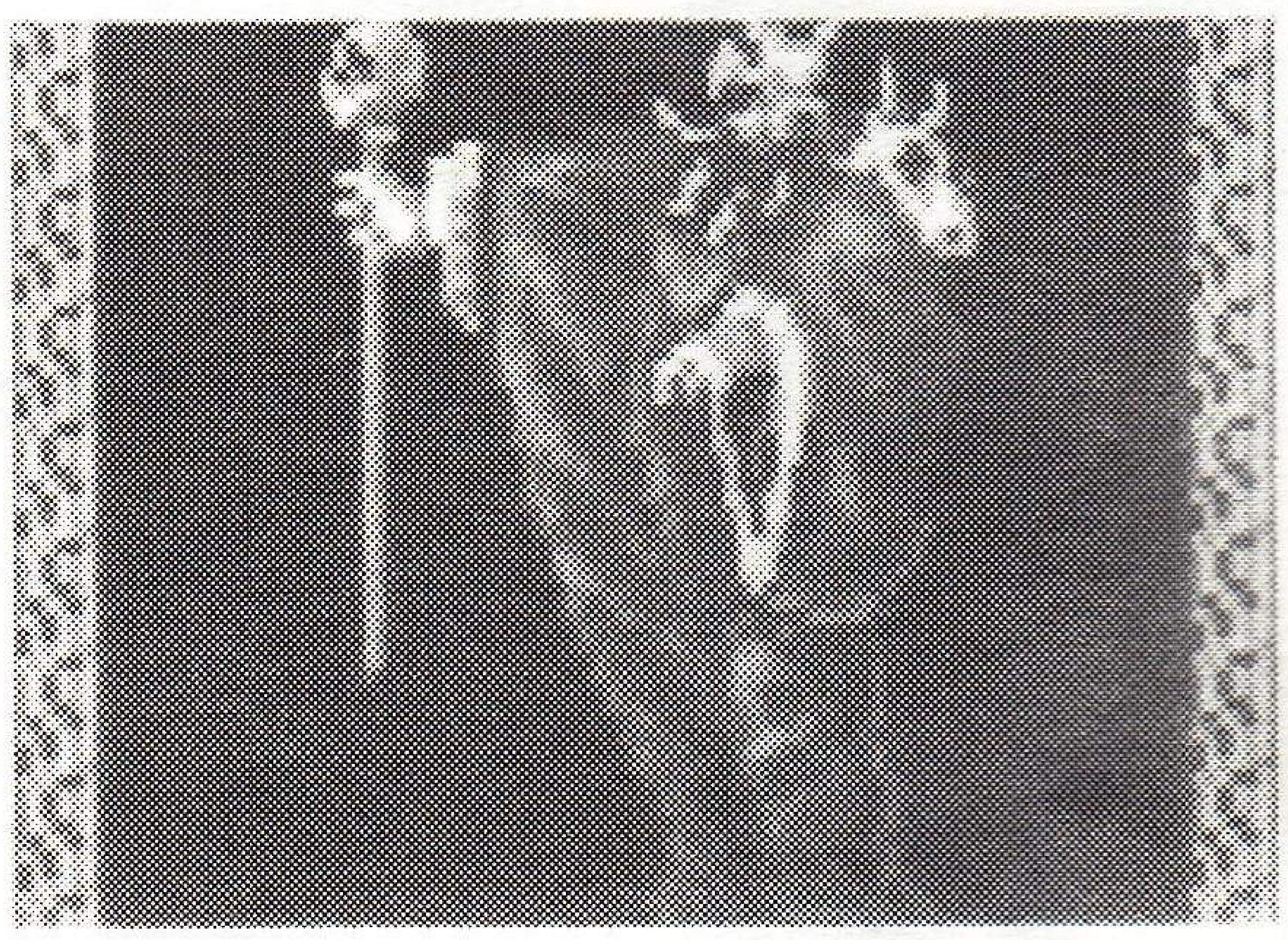


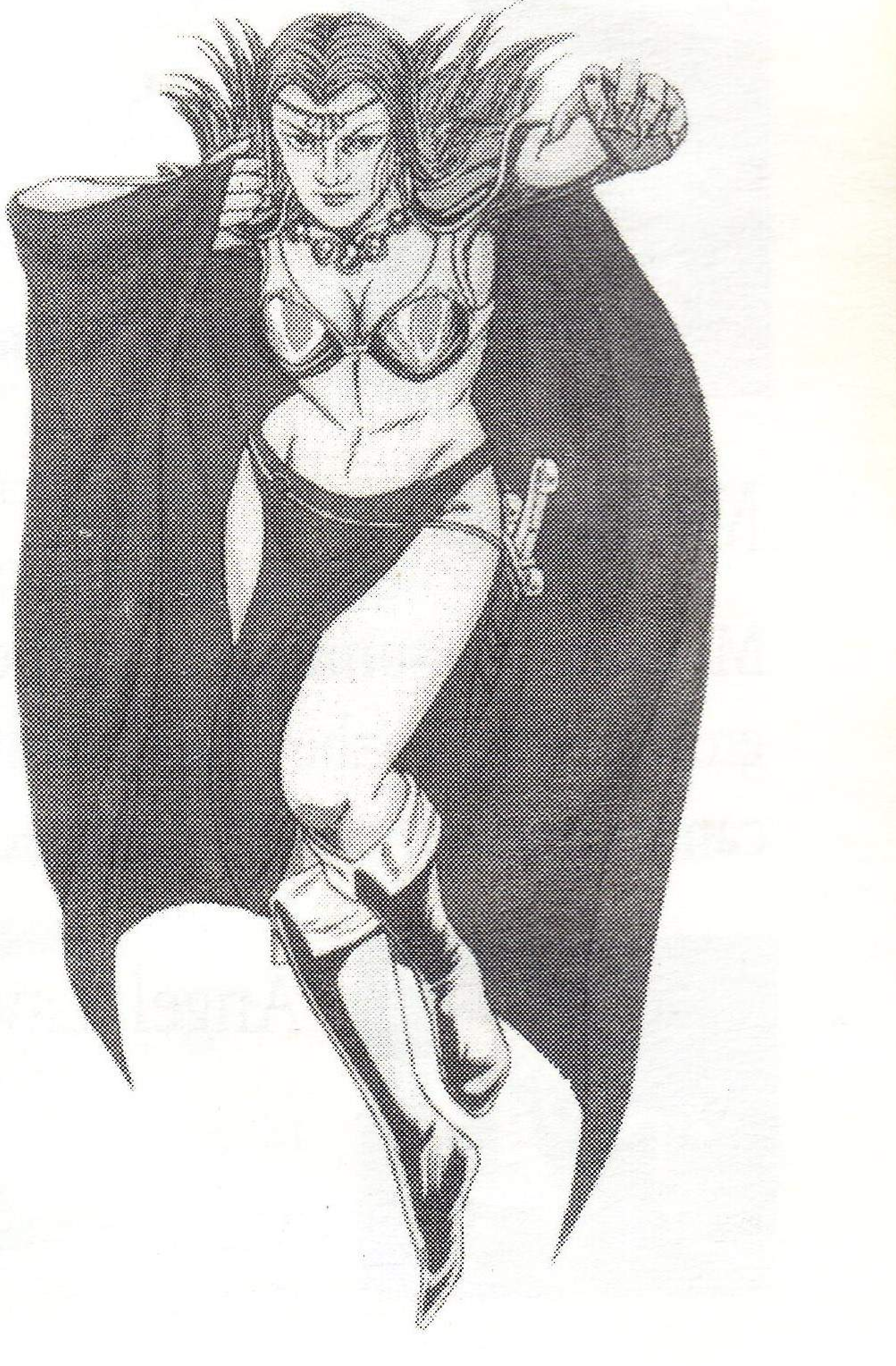
Wizard: A chaos master symbolizing evil and disorder. He has tremendous striking power and controls monsters which grow to be fearful, such as the Griffon and Dragon. His guardian is the force of earth.





Necromancer: A chaos master symbolizing, like the Wizard, chaos and disorder. He is served by monsters with distinctive striking styles such as the Wraith, Demon and Octopus. His guardian is the force of water.

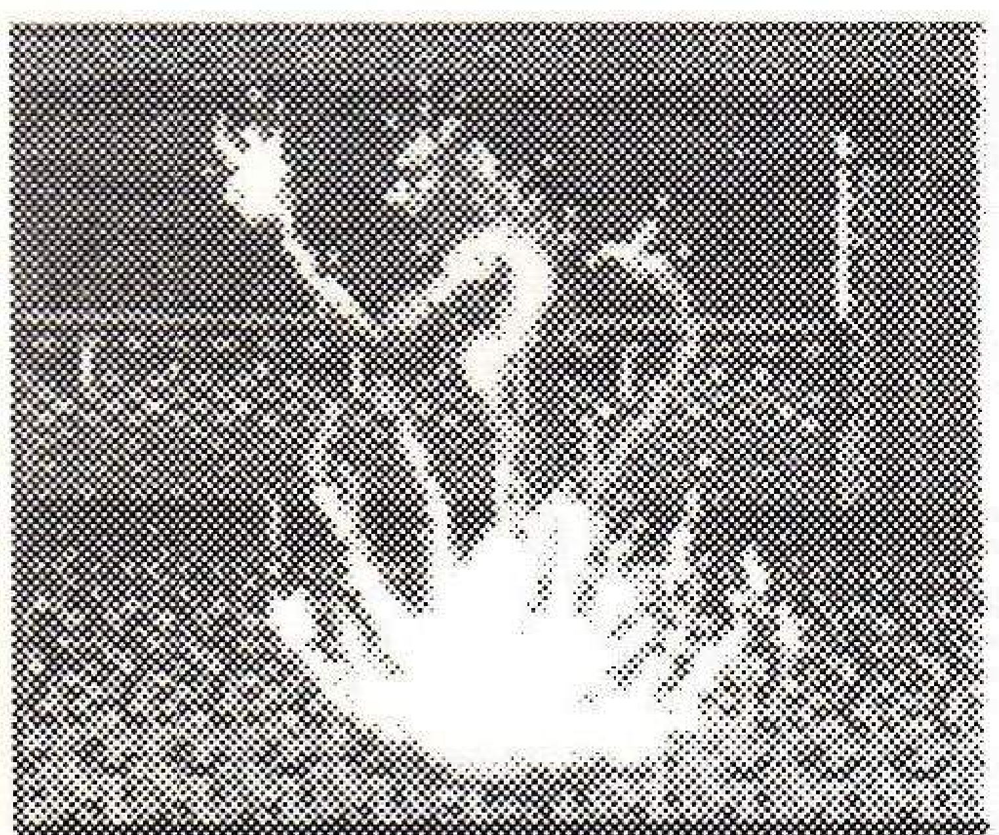




Summoner: A neutral master characterizing neutrality. She can control both law and chaos monsters. She does not have a particular guardian and can summon every force.

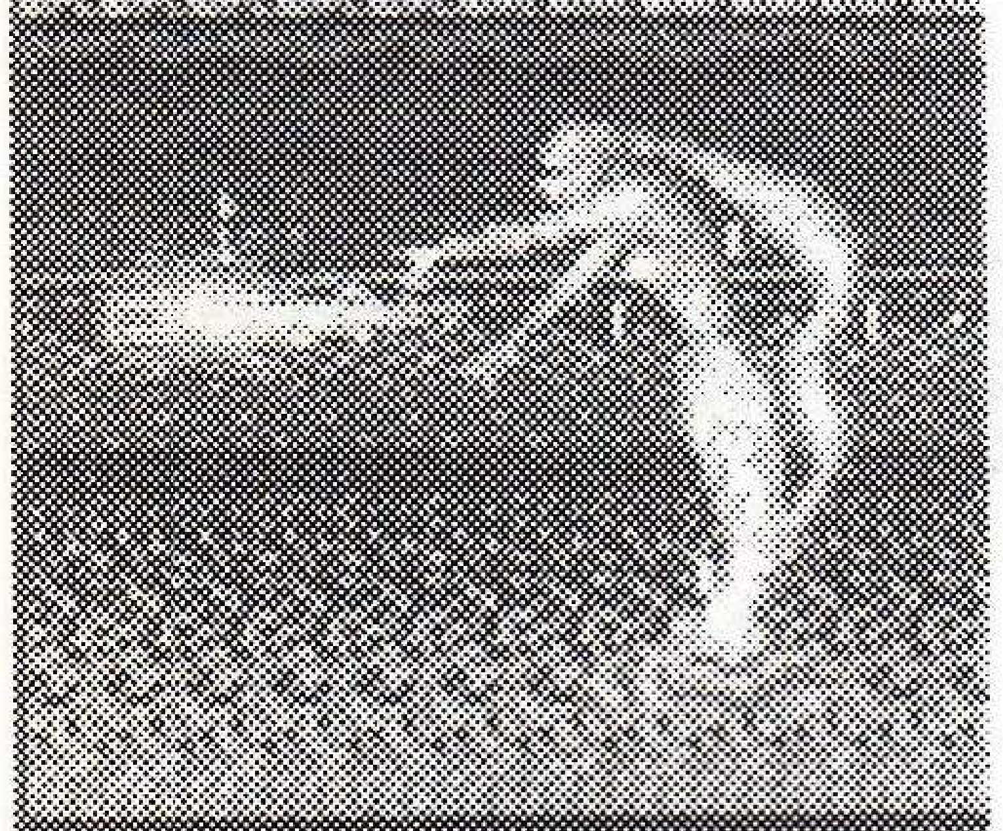
Force

A force is summoned through magic when its master needs its assistance. A force is a temporarily summoned monster and does not grow, in levels, but it does gain higher combat abilities.



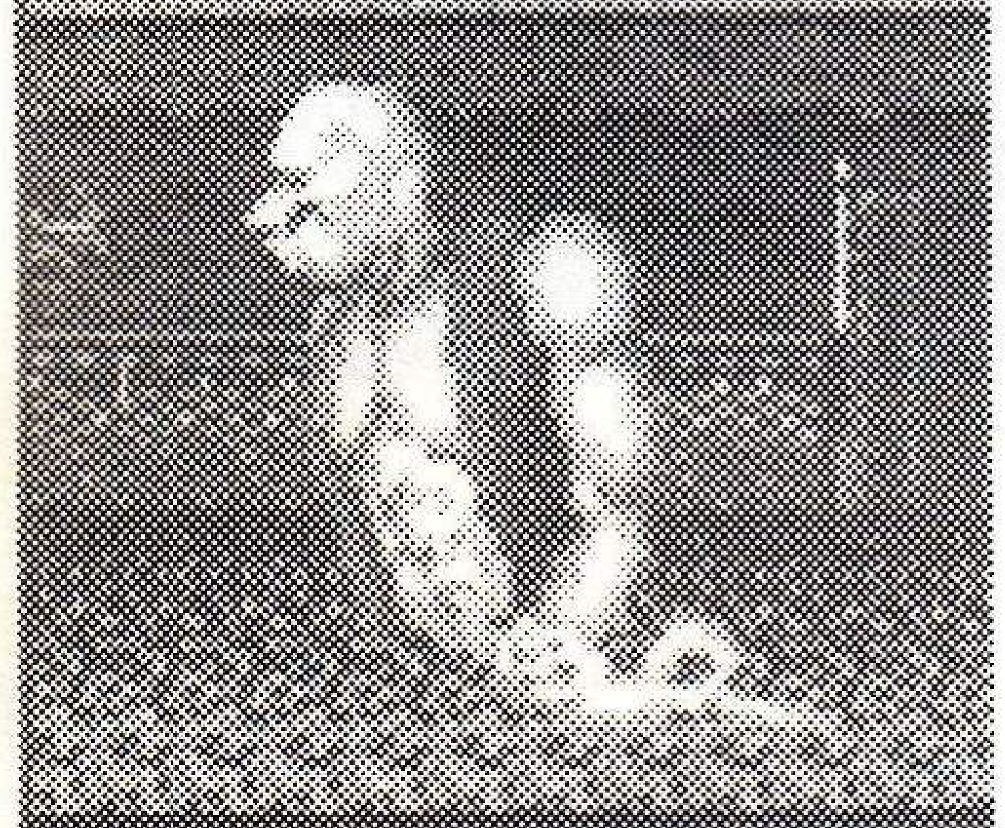
Fire

HP: 100
Mobility: —
Masters: Warlock or Summoner
Weapon: Fire Ball
Moving range: —



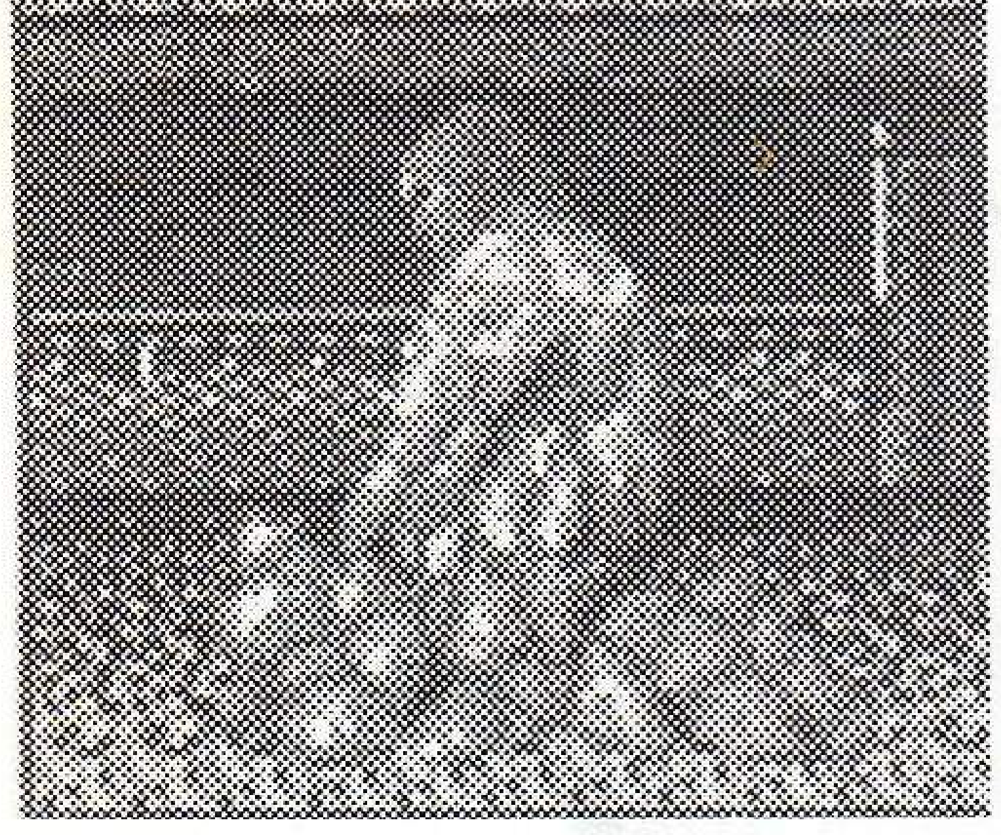
Water

HP: 100
Mobility: —
Masters: Wizard or Summoner
Weapon: Fire Ball
Moving range: —



Air

HP: 100
Mobility: —
Masters: Sorcerer or Summoner
Weapon: C Press
Moving range: —



Earth

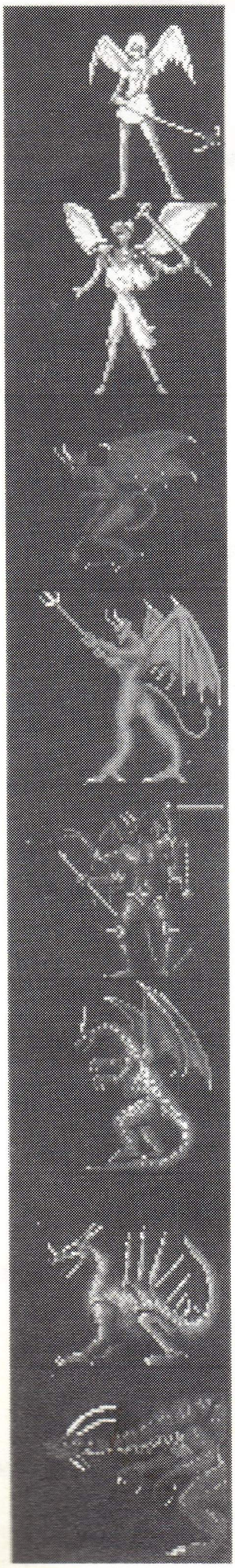
HP: 100
Mobility: —
Masters: Necromancer or Summoner
Weapon: Hellfire
Moving range: —

Monsters

Monsters are summoned by their masters through magic, and they grow in level as they accumulate experience during battles. Masters can summon monsters as listed.

Angel (Law)

HP: 30
Mobility: 6
Masters: Sorcerer or Summoner
Weapon: Lightning
Moving range: Low Sky



Archangel (Law)

HP: 62
Mobility: 7
Masters: Sorcerer or Summoner
Weapon: Lightning
Moving range: Low Sky

Angel Knight (Law)

HP: 60
Mobility: 8
Masters: Sorcerer or Summoner
Weapon: H Thunder
Moving range: Sky

Demon (Chaos)

HP: 30
Mobility: 7
Masters: Necromancer, Wizard or Summoner
Weapon: M Blast
Moving range: Low Sky

Archdemon (Chaos)

HP: 44
Mobility: 8
Masters: Necromancer, Wizard or Summoner
Weapon: M Arrow
Moving range: Low Sky

Greatdemon (Chaos)

HP: 66
Mobility: 8
Masters: Necromancer, Wizard or Summoner
Weapon: M Storm
Moving range: Sky

Dragon (Law)

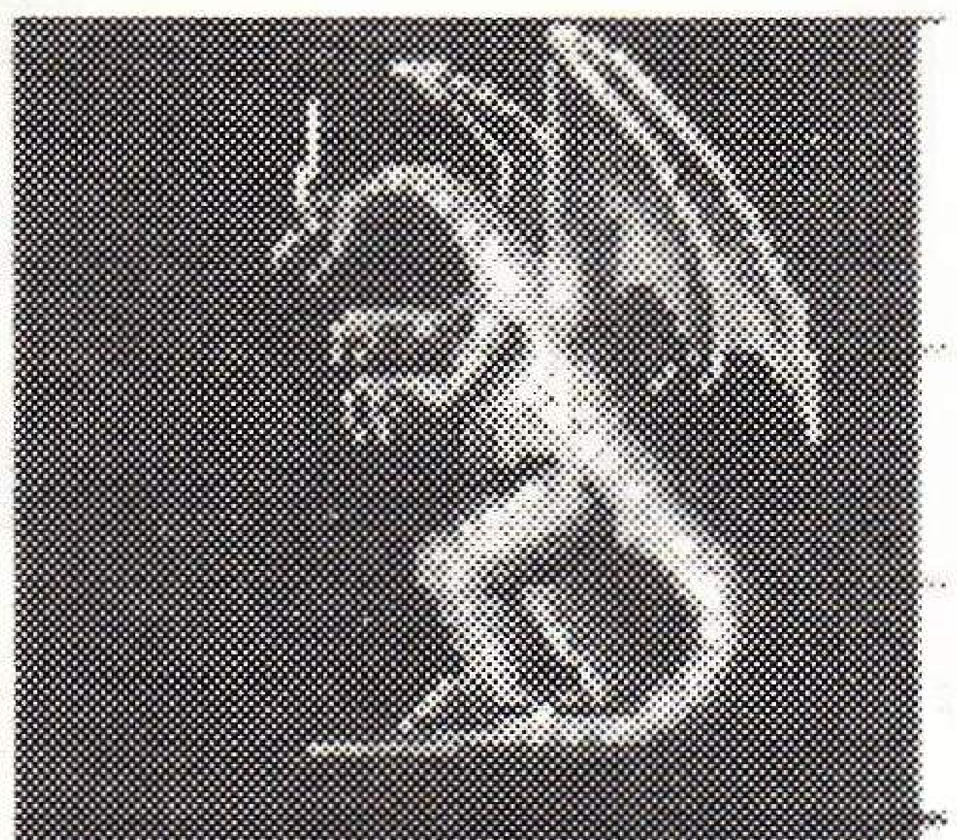
HP: 40
Mobility: 5
Masters: Warlock
Weapon: Fire Ball
Moving range: Fiery Land

Dragon Lord (Law)

HP: 51
Mobility: 6
Masters: Warlock
Weapon: F Press
Moving range: Fiery Land

Fire Dragon (Law)

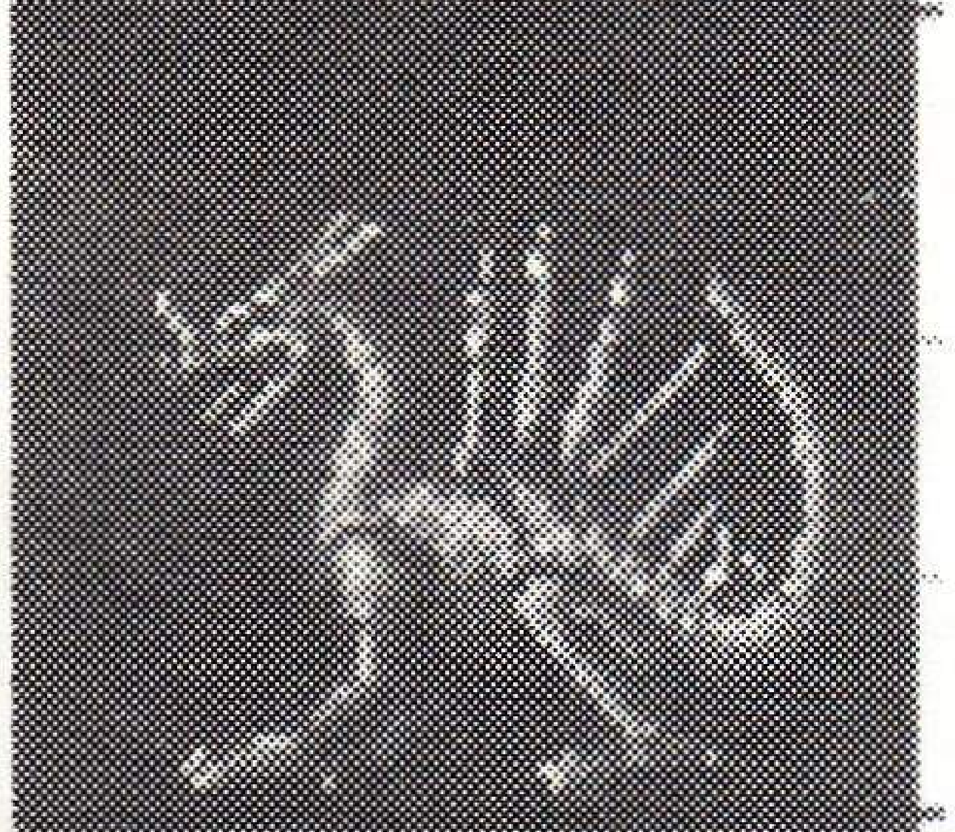
HP: 78
Mobility: 6
Masters: Warlock
Weapon: F Press
Moving range: Fiery Land



Dragon (Law)

HP: 40 Mobility: 5 Masters: Sorcerer

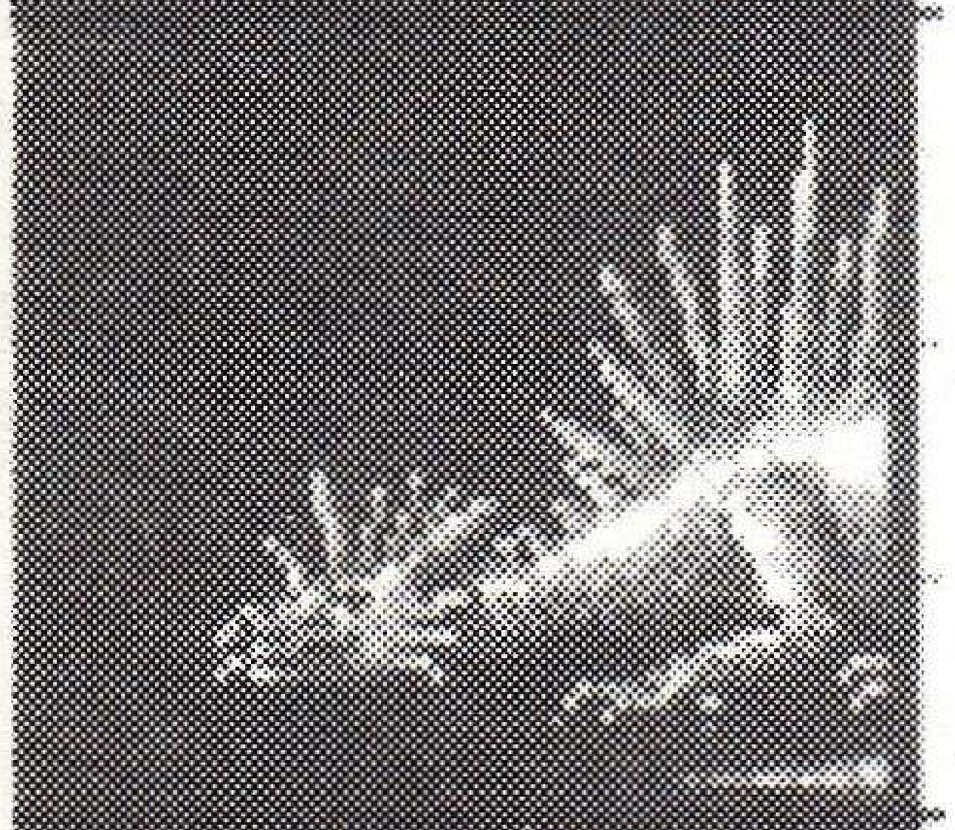
Weapon: C Ball Moving range: Tundra



Frost Dragon (Law)

HP: 51 Mobility: 6 Masters: Sorcerer

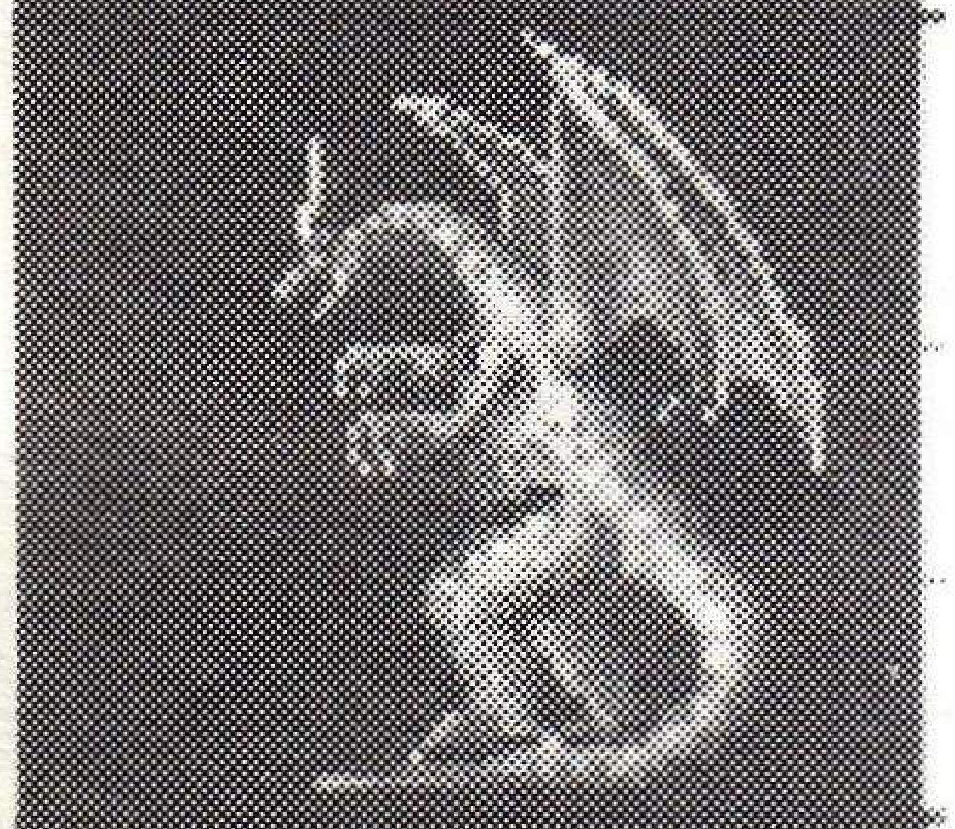
Weapon: C Press Moving range: Tundra



Ice Dragon (Law)

HP: 88 Mobility: 6 Masters: Sorcerer

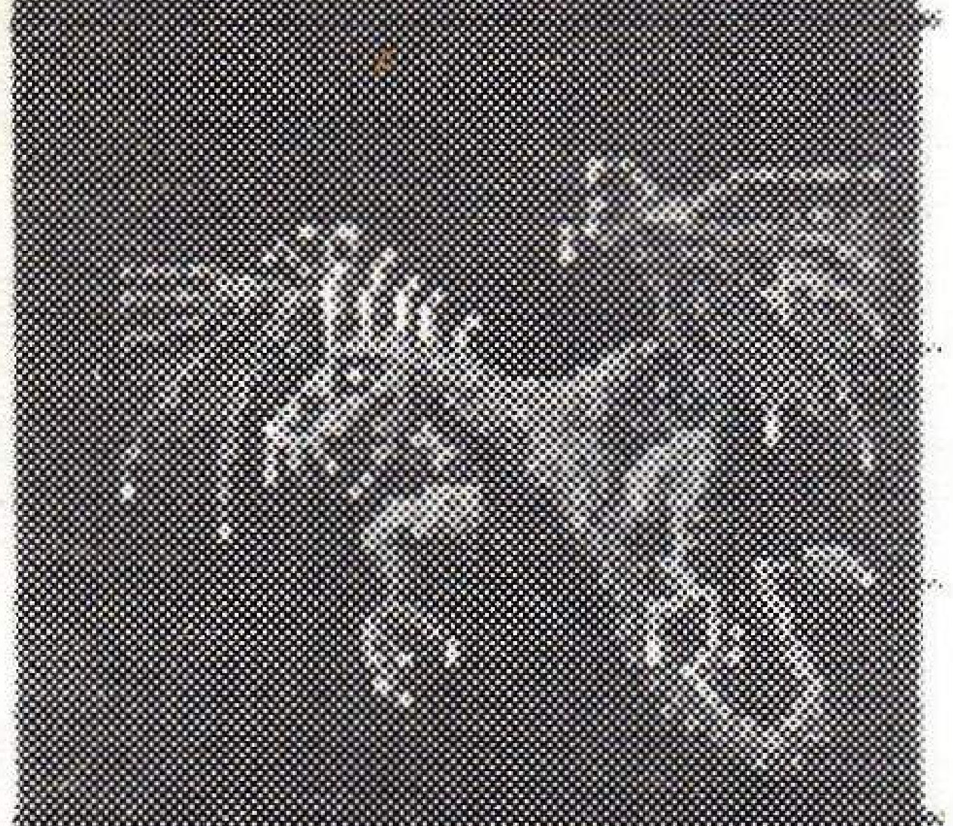
Weapon: C Press Moving range: Tundra



Dragon (Chaos)

HP: 42 Mobility: 6 Masters: Wizard

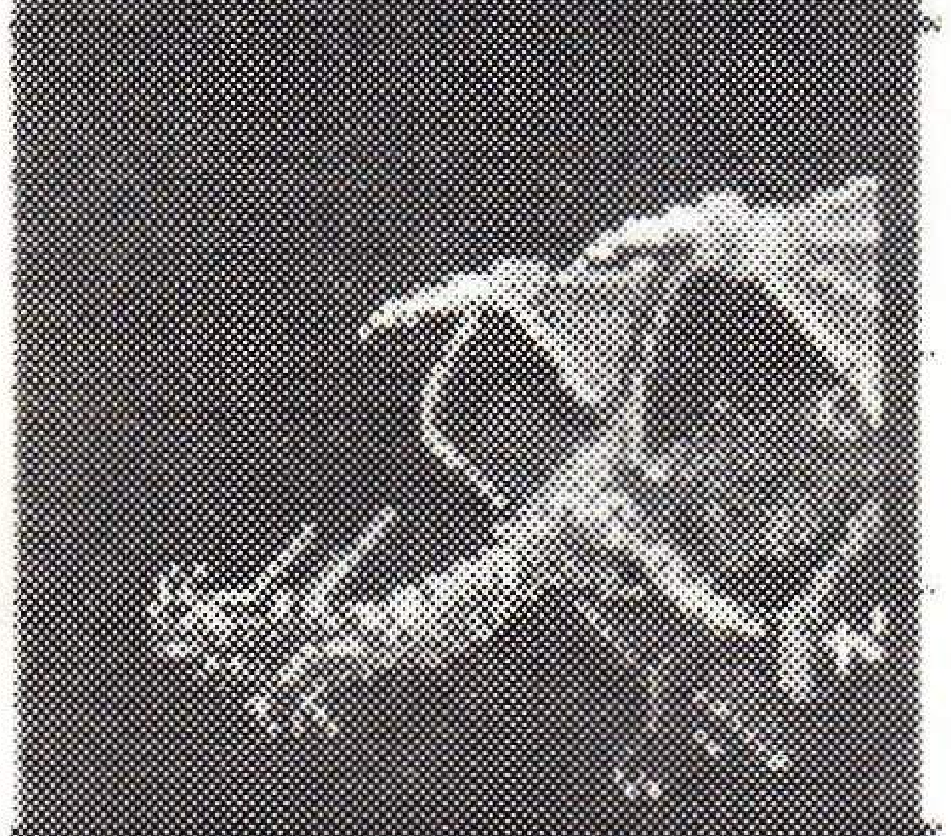
Weapon: — Moving range: Fiery Land



Sky Dragon (Chaos)

HP: 48 Mobility: 7 Masters: Wizard

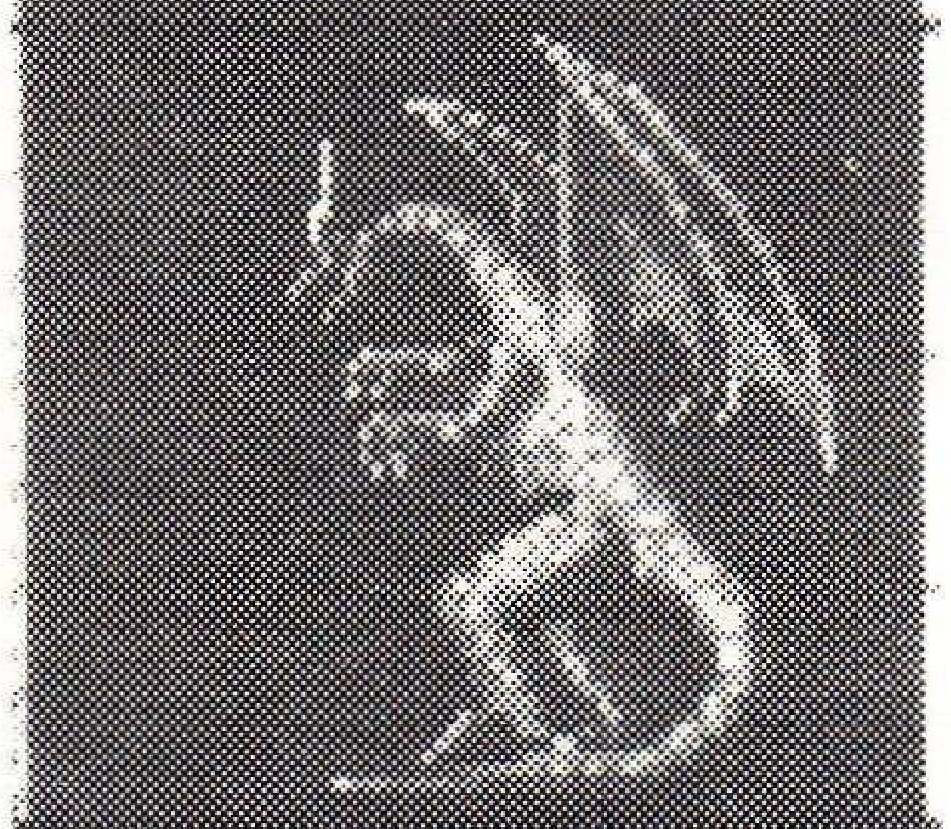
Weapon: Fire Ball Moving range: Fiery Sky



Air Dragon (Chaos)

HP: 96 Mobility: 8 Masters: Wizard

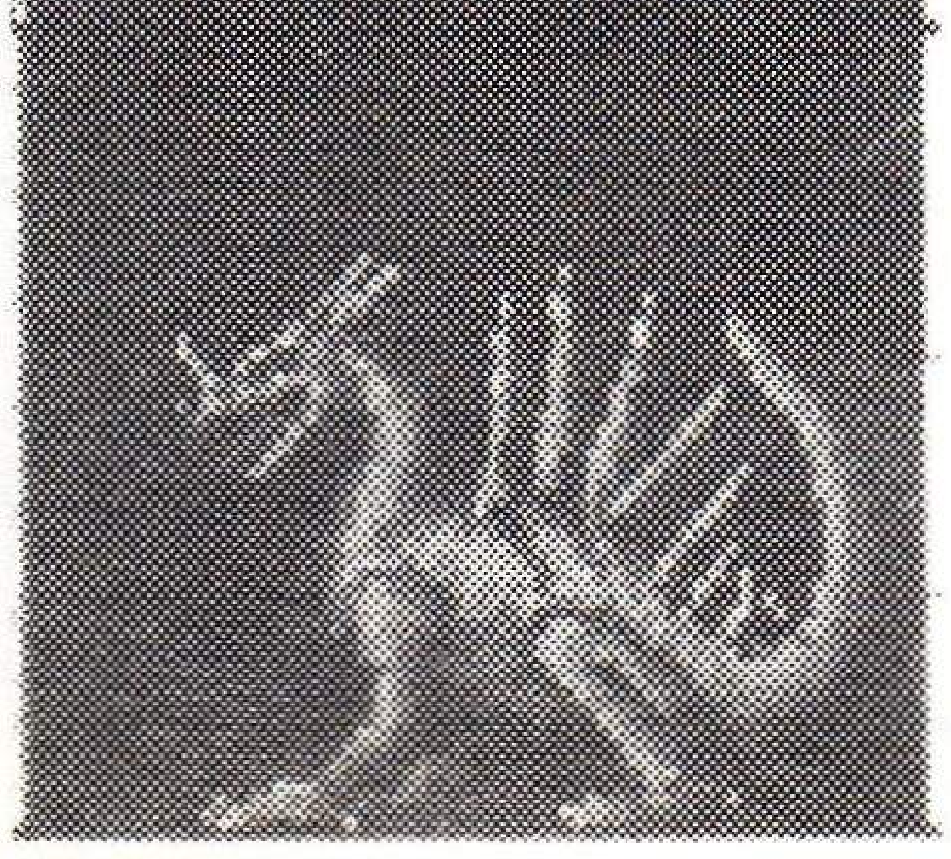
Weapon: Fire Ball Moving range: Fiery Land



Dragon (Chaos)

HP: 42 Mobility: 6 Masters: Necromancer

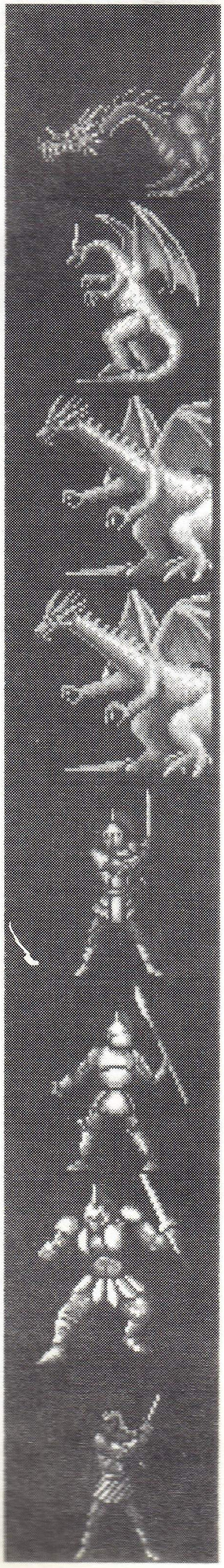
Weapon: — Moving range: Tundra



Dark Dragon (Chaos)

HP: 72 Mobility: 6 Masters: Necromancer

Weapon: C Press Moving range: Tundra



Death Dragon (Chaos)

HP: 90 Mobility: 6 Masters: Necromancer
Weapon: C Press Moving range: Tundra

Dragon (Neutral)

HP: 46 Mobility: 5 Masters: Summoner
Weapon: — Moving range: Fiery Land

Silver Dragon (Neutral)

HP: 70 Mobility: 7 Masters: Summoner
Weapon: C Press Moving range: Fiery Land

Gold Dragon (Neutral)

HP: 70 Mobility: 7 Masters: Summoner
Weapon: F Press Moving range: Tundra

Roamer (Law)

HP: 33 Mobility: 5 Masters: Warlock
Weapon: — Moving range: Small Land

Carthage (Law)

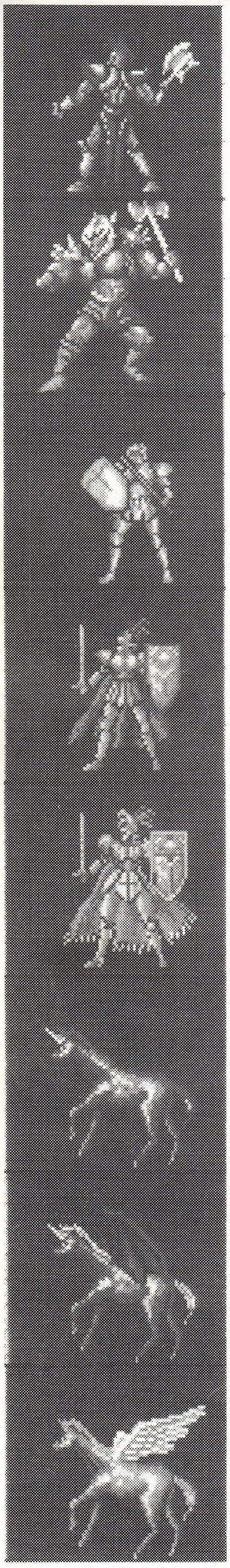
HP: 44 Mobility: 6 Masters: Warlock
Weapon: Spear Moving range: Small Land

Caesar (Law)

HP: 62 Mobility: 6 Masters: Warlock
Weapon: Sword Moving range: Small Land

Barbarian (Law)

HP: 34 Mobility: 5 Masters: Wizard
Weapon: — Moving range: Small Land



Berserker (Law)

HP: 48 Mobility: 5 Masters: Wizard
Weapon: — Moving range: Small Land

Mad Fighter (Chaos)

HP: 63 Mobility: 6 Masters: Wizard
Weapon: Hellfire Moving range: Small Land

Soldier (Neutral)

HP: 34 Mobility: 6 Masters: Sorcerer
Weapon: — Moving range: Small Land

Fighter (Neutral)

HP: 46 Mobility: 7 Masters: Sorcerer
Weapon: Sword Moving range: Low sky

Crusader (Neutral)

HP: 70 Mobility: 7 Masters: Sorcerer
Weapon: Sword Moving range: Sky

Unicorn (Law)

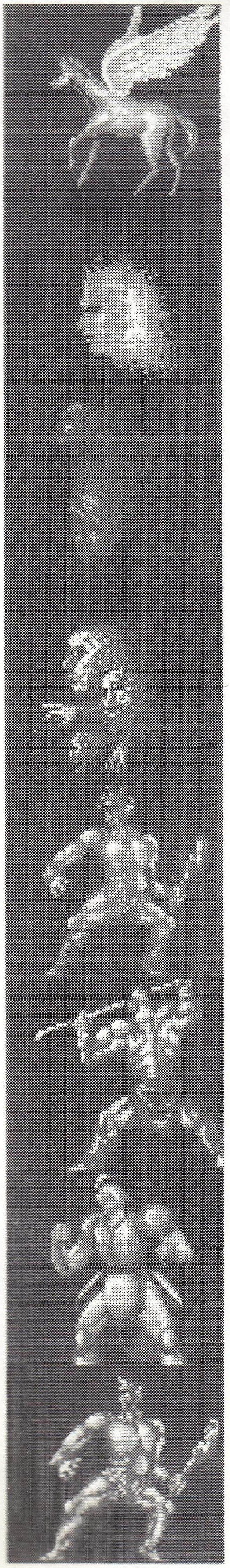
HP: 33 Mobility: 6 Masters: Sorcerer
Weapon: M Arrow Moving range: Small Land

Tricorn (Law)

HP: 48 Mobility: 7 Masters: Sorcerer
Weapon: — Moving range: Small Land

Pegasus (Neutral)

HP: 30 Mobility: 7 Masters: Wizard,
Weapon: — Moving range: Sky Necromancer or Sorcerer



Mono Pegasus (Neutral)

HP: 42
Mobility: 9
Masters: Wizard, Necromancer or Sorcerer
Weapon: —
Moving range: High Sky

Wraith (Chaos)

HP: 12
Mobility: 3
Masters: Wizard or Necromancer
Weapon: Death cry
Moving range: Low Sky

Dark Wraith (Chaos)

HP: 24
Mobility: 4
Masters: Wizard or Necromancer
Weapon: Death cry
Moving range: Low Sky

Black Wraith (Chaos)

HP: 36
Mobility: 5
Masters: Wizard or Necromancer
Weapon: Death cry
Moving range: Low Sky

Troll (Law)

HP: 40
Mobility: 4
Masters: Warlock or Sorcerer
Weapon: —
Moving range: Big Land

Giant (Law)

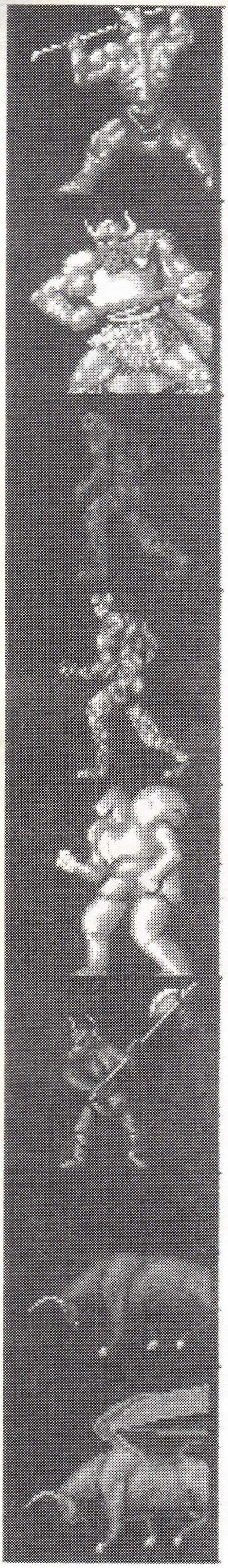
HP: 75
Mobility: 5
Masters: Warlock or Sorcerer
Weapon: Sword
Moving range: Big Land

Colossus (Law)

HP: 110
Mobility: 6
Masters: Warlock or Sorcerer
Weapon: Fist
Moving range: Big Land

Cyclops (Chaos)

HP: 46
Mobility: 5
Masters: Wizard or Necromancer
Weapon: —
Moving range: Big Tundra



Mono Giant (Chaos)

HP: 66
Mobility: 5
Masters: Wizard or Necromancer
Weapon: Ice Sword
Moving range: Big Tundra

Ice Giant (Chaos)

HP: 86
Mobility: 6
Masters: Wizard or Necromancer
Weapon: Ice Sword
Moving range: Big Tundra

Gorem (Neutral)

HP: 30
Mobility: 4
Masters: Summoner
Weapon: —
Moving range: Big Land

Stone Gorem (Neutral)

HP: 35
Mobility: 5
Masters: Summoner
Weapon: —
Moving range: Big Land

Iron Gorem (Neutral)

HP: 40
Mobility: 5
Masters: Summoner
Weapon: —
Moving range: Big Land

Minotaur (Chaos)

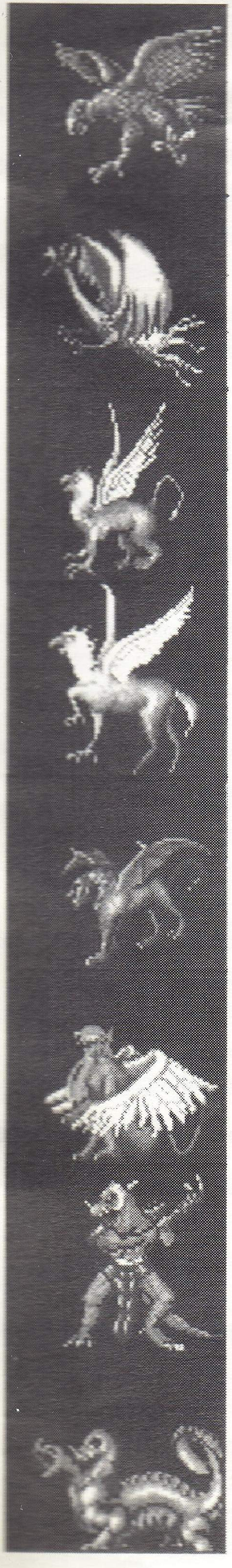
HP: 38
Mobility: 5
Masters: Necromancer
Weapon: —
Moving range: Small Land

Gorgon (Chaos)

HP: 45
Mobility: 6
Masters: Necromancer
Weapon: M Arrow
Moving range: Small Land

Sky Gorgon (Chaos)

HP: 55
Mobility: 7
Masters: Necromancer
Weapon: M Storm
Moving range: Low Sky



Rock (Law)

HP: 30
Mobility: 10
Masters: Warlock or Sorcerer
Weapon: —
Moving range: Low Sky

Phoenix (Law)

HP: 24
Mobility: 9
Masters: Warlock or Sorcerer
Weapon: Fire Ball
Moving range: Sky

Griffon (Chaos)

HP: 22
Mobility: 6
Masters: Wizard
Weapon: —
Moving range: Low Sky

Hippogriffon (Chaos)

HP: 24
Mobility: 8
Masters: Wizard
Weapon: Fire Ball
Moving range: Sky

Manticore (Neutral)

HP: 40
Mobility: 5
Masters: Warlock
Weapon: —
Moving range: Low Sky

Sphynx (Neutral)

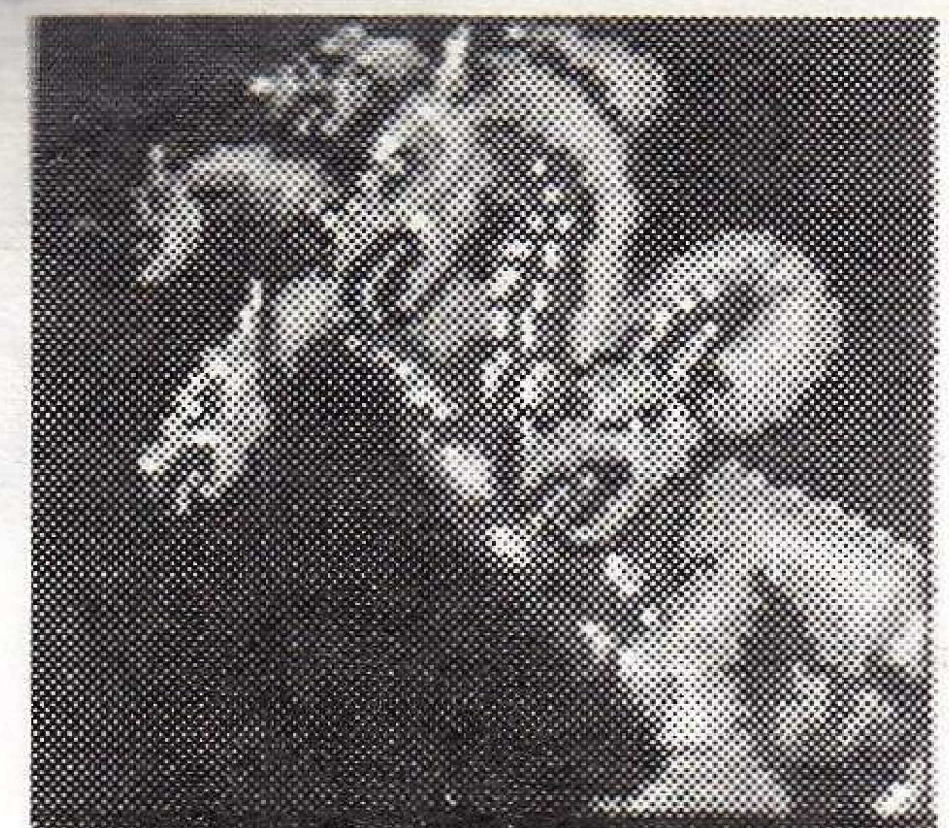
HP: 60
Mobility: 6
Masters: Warlock
Weapon: Hellfire
Moving range: Fiery Sky

Lizard Man (Neutral)

HP: 30
Mobility: 5
Masters: Necromancer or Summoner
Weapon: Sword F
Moving range: Dune

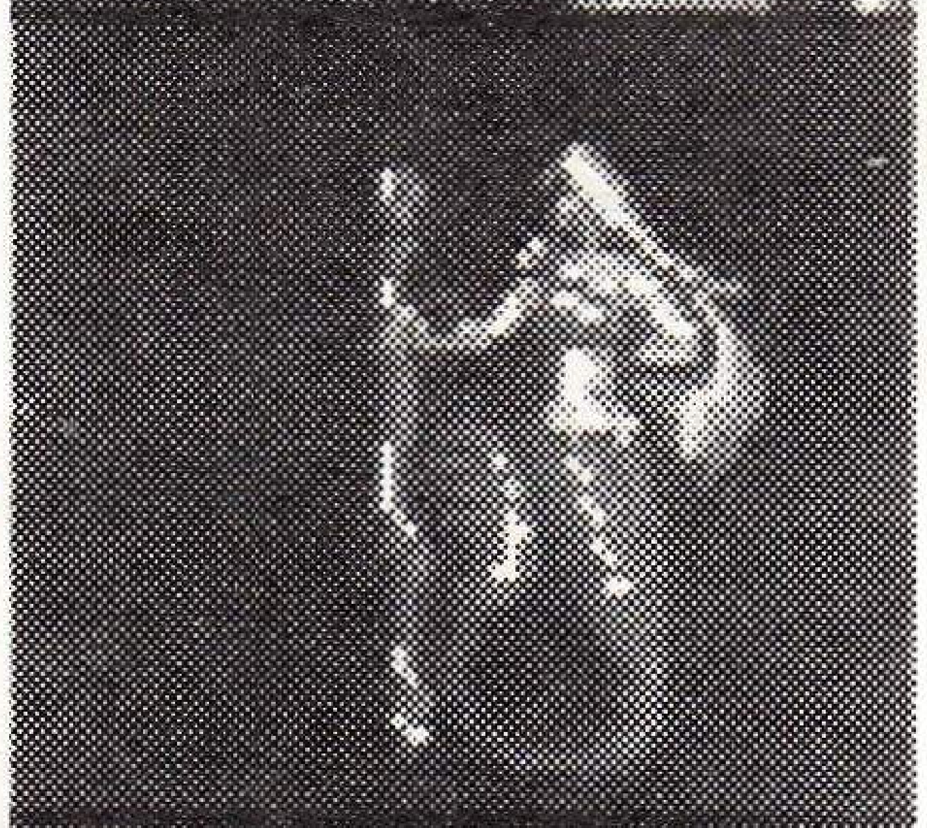
Twin Head (Neutral)

HP: 48
Mobility: 5
Masters: Necromancer or Summoner
Weapon: Fire Ball
Moving range: Dune



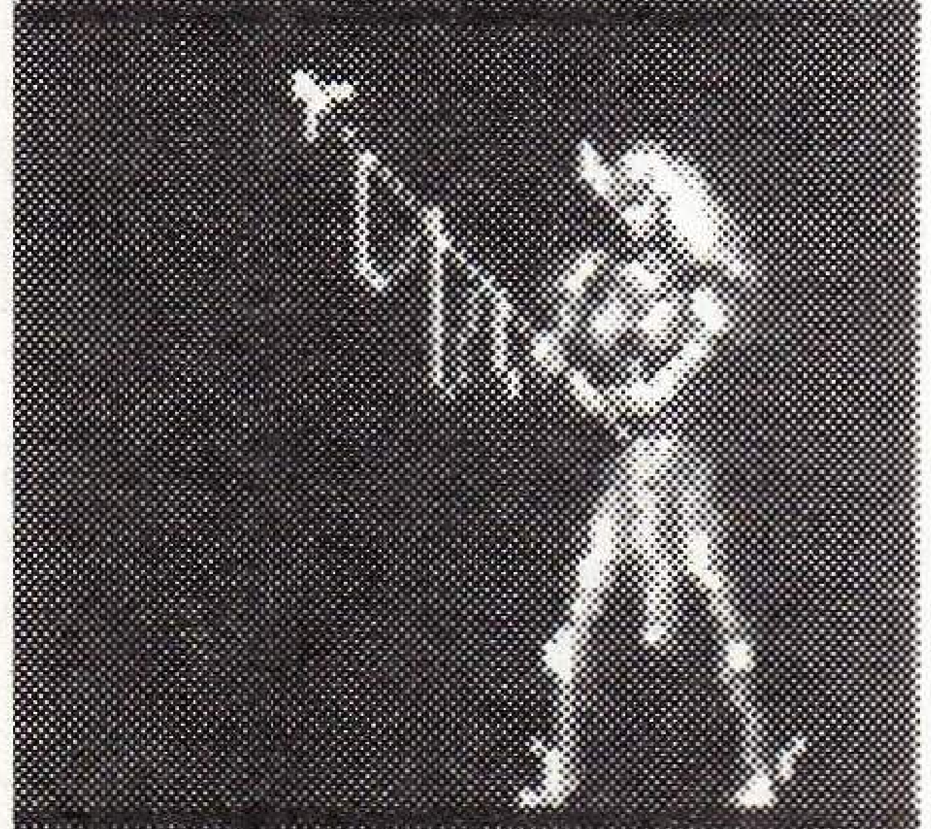
Hydra (Neutral)

HP: 60
Mobility: 5
Masters: Necromancer or Summoner
Weapon: Fire Ball
Moving range: Dunes



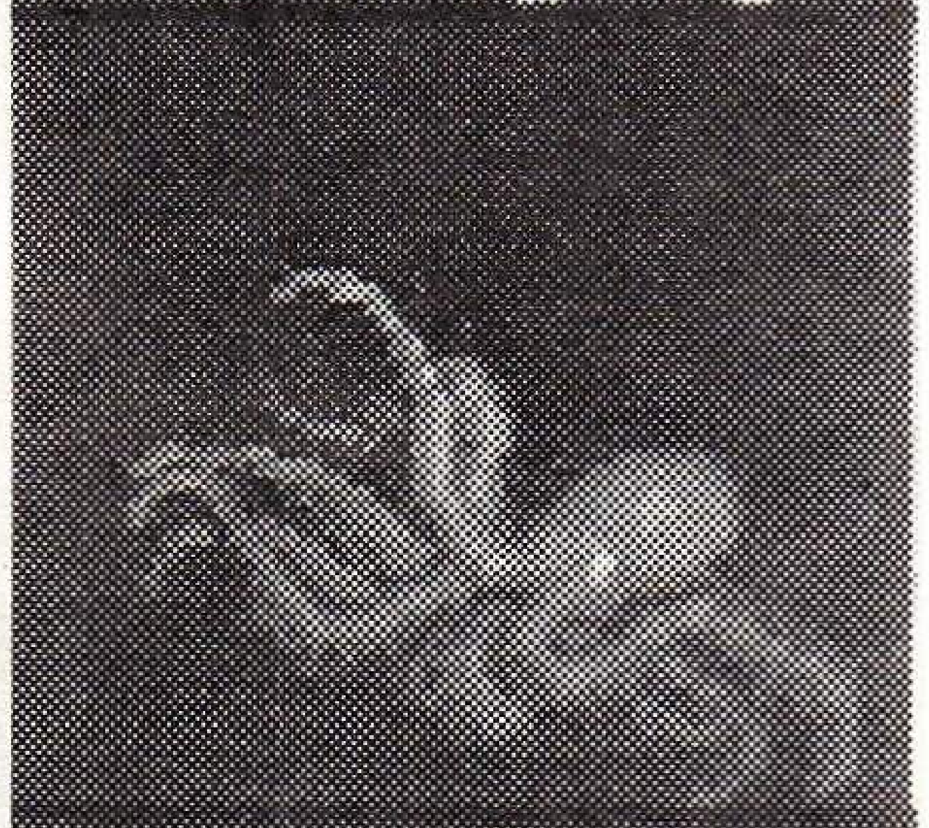
Mermaid (Law)

HP: 26
Mobility: 5
Masters: Warlock or Sorcerer
Weapon: M Blast
Moving range: Small Ocean



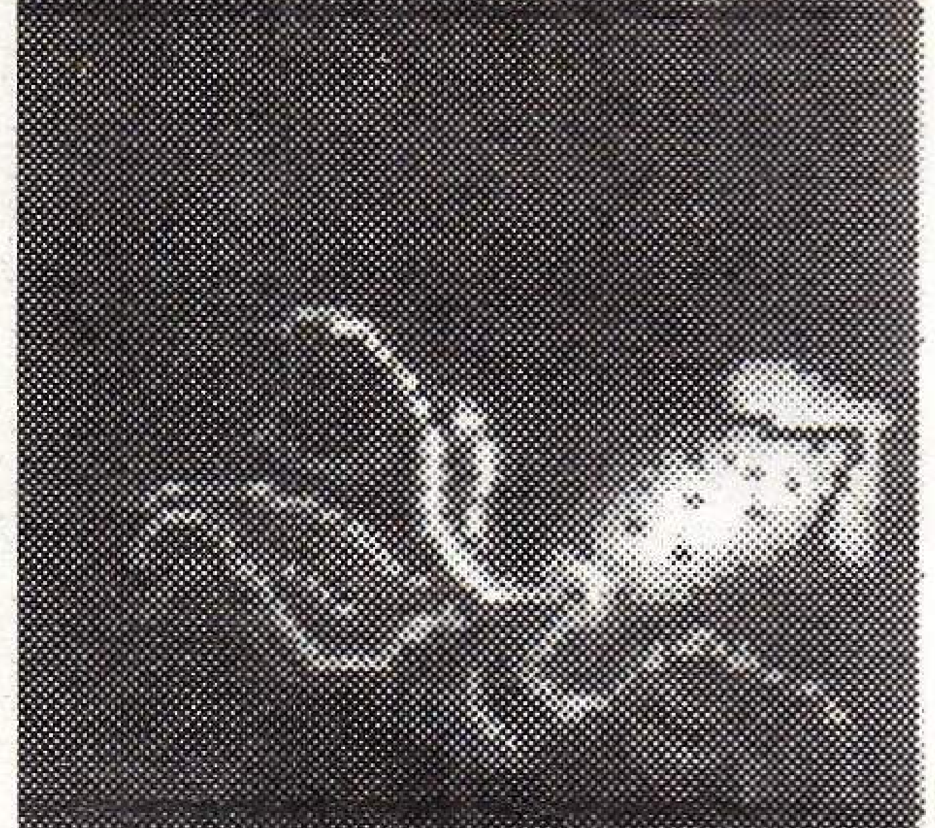
Siren (Law)

HP: 45
Mobility: 6
Masters: Warlock or Sorcerer
Weapon: M Arrow
Moving range: Small Ocean



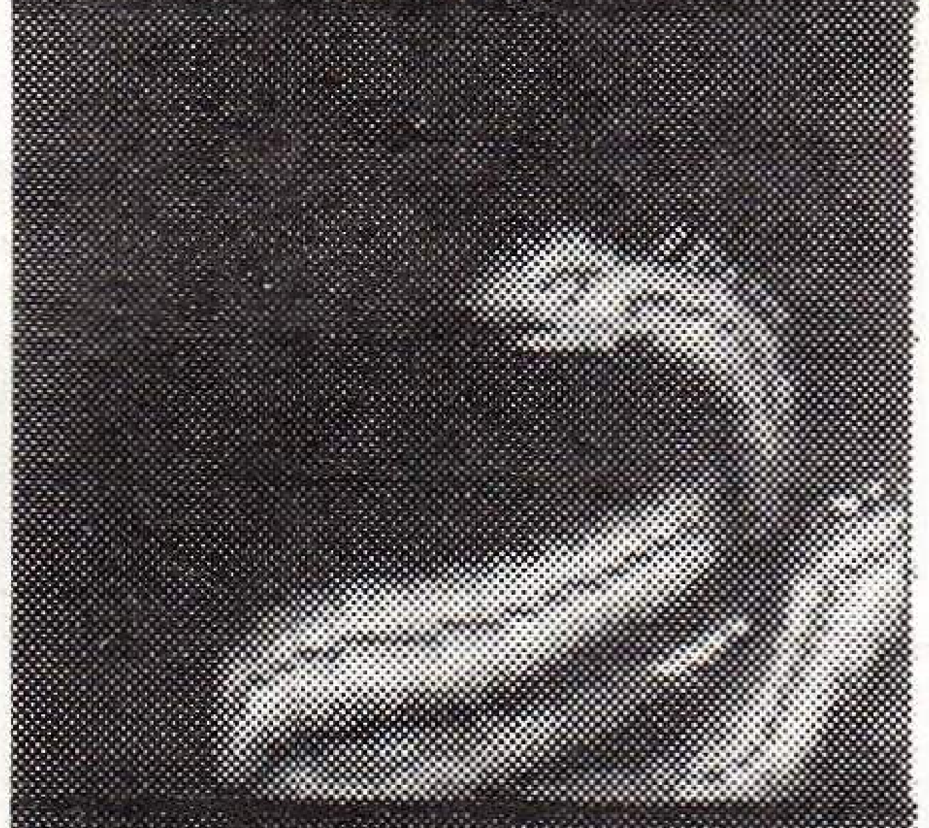
Kraken (Chaos)

HP: 65
Mobility: 6
Masters: Wizard or Necromancer
Weapon: —
Moving range: Big Ocean



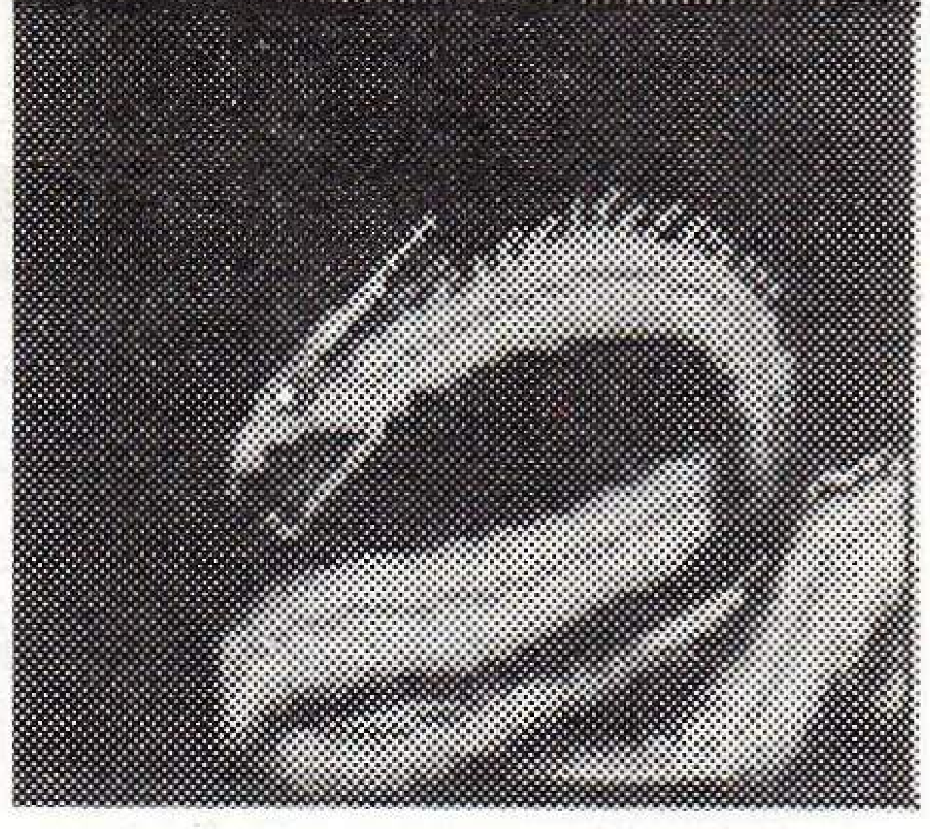
Tentaclus (Chaos)

HP: 75
Mobility: 7
Masters: Wizard or Necromancer
Weapon: —
Moving range: Big Ocean



Serpent (Neutral)

HP: 73
Mobility: 7
Masters: Warlock, Sorcerer or Summoner
Weapon: —
Moving range: Big Ocean



Sea Dragon (Neutral)

HP: 83
Mobility: 8
Masters: Warlock, Sorcerer or Summoner
Weapon: —
Moving range: Big Ocean

LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

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Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

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If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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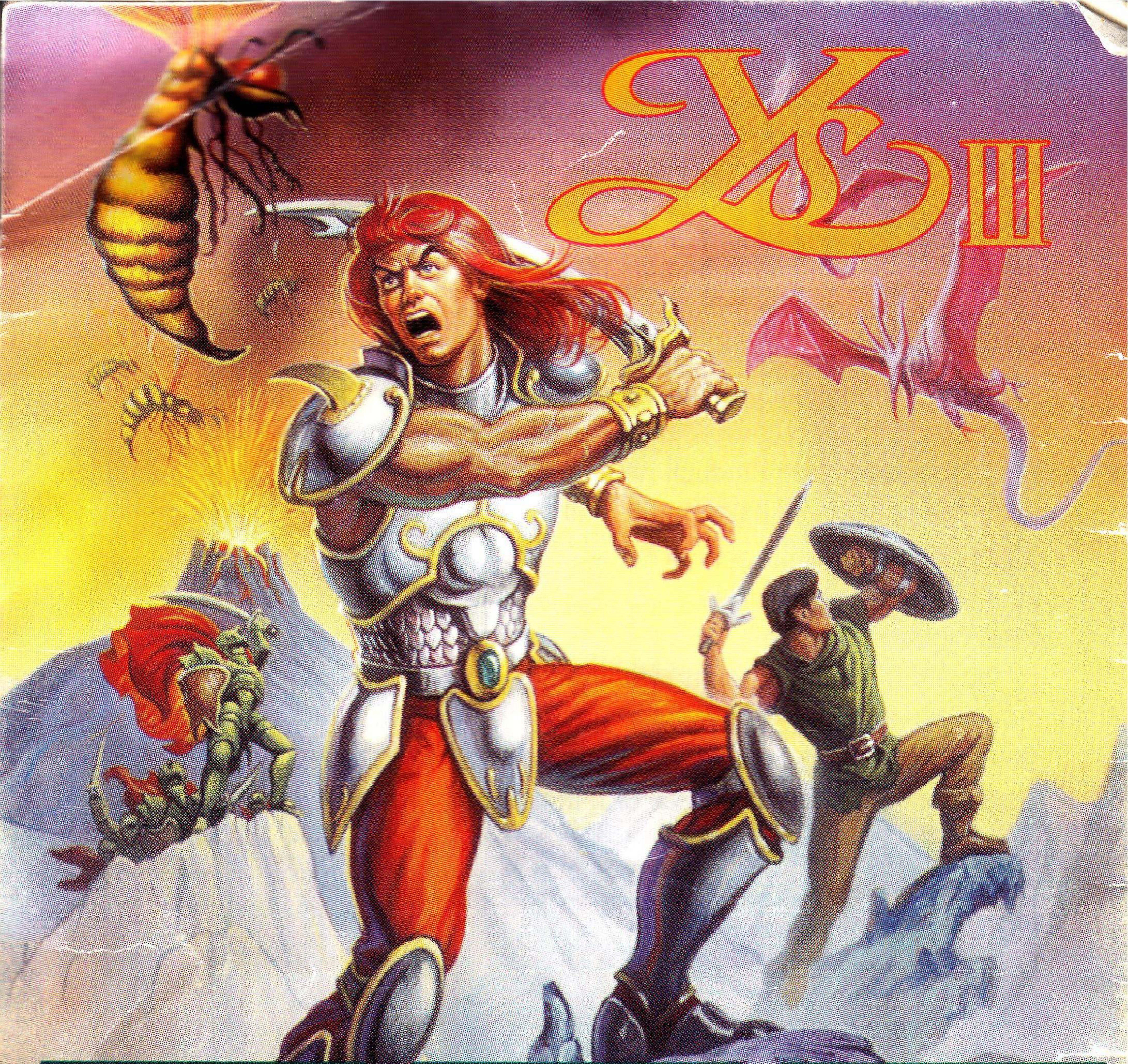
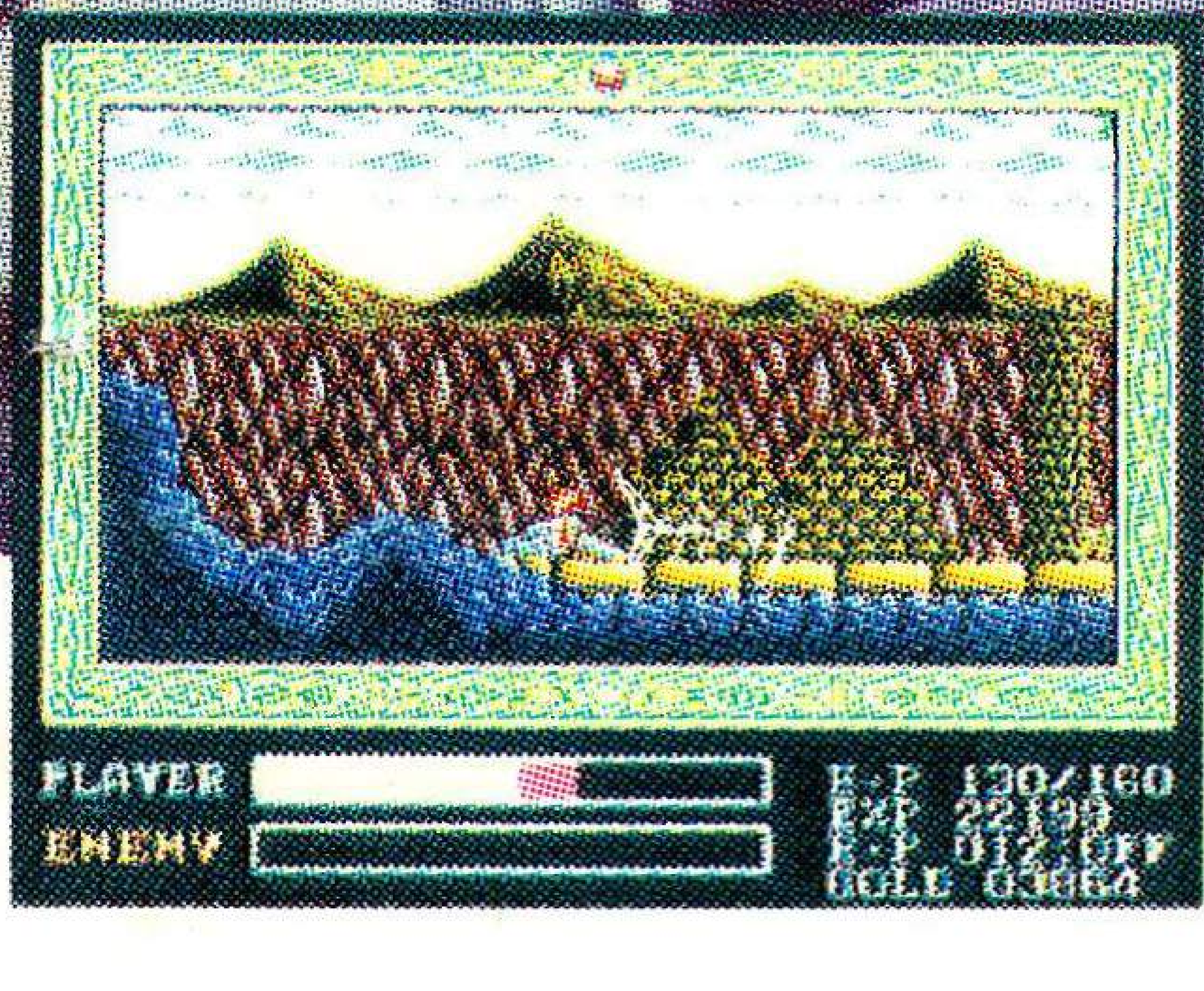


PLAYER
ENEMY
H.P 020/020
EXP 00000
GOLD 00000



PLAYER
ENEMY

Return of the Wanderers. Years have passed since the swordsman Adol saved the kingdom of Ys from certain destruction. Joined by his companion, the ex-thief, Dogi, they set out for new adventures. And just in time...

Bizarre tales of monsters and demons wreaking havoc throughout the Kenai Region reach our heroes. Dogi's hometown of Sarina is in the middle of the afflicted kingdom. He inspires Adol to help him rid the world of this new evil. Join them as they battle the forces of darkness — Deep in a haunted coal mine, in the heart of an active volcano and on top of a blizzard swept peak. All the while uncovering clues to the identity of the malevolent force that is guiding the evil warriors of the Dark World.

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